# MAXIMUM MUTAGENESIS



Compatible With DCC RPG

Shield of Faith Studios

An Umerican Mutation Sourcebook

# MAXIMUM MUTAGENETIC

## AN UMERICAN MUTATION SOURCEBOOK

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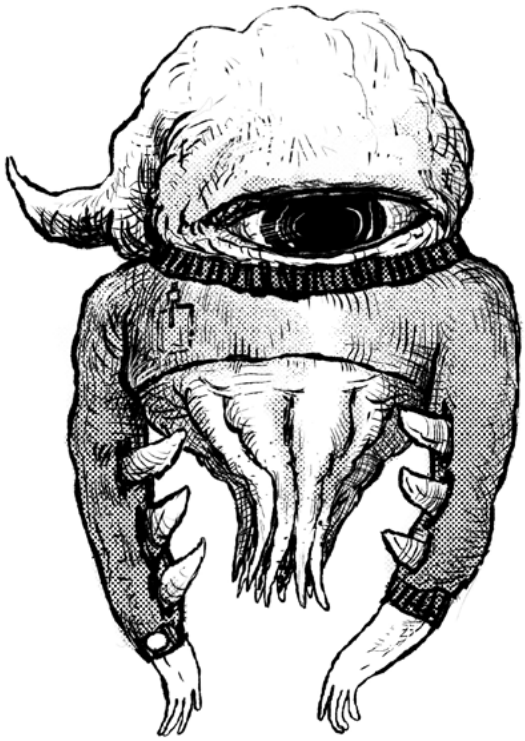
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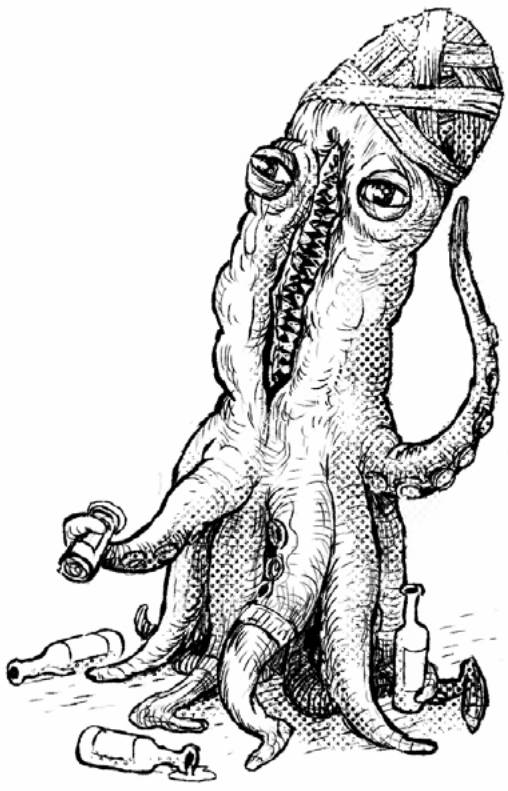
# MAXIMUM MUTAGENESIS



Shield of Faith Studios









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CHAPTER ONE

# ACCEPTANCE OF STRANGE


FILIP

# ACCEPTANCE OF STRANGE

***"Settlements are like a box of chocos. You never know how many are hiding nutsos.***

*—Unknown Sage*



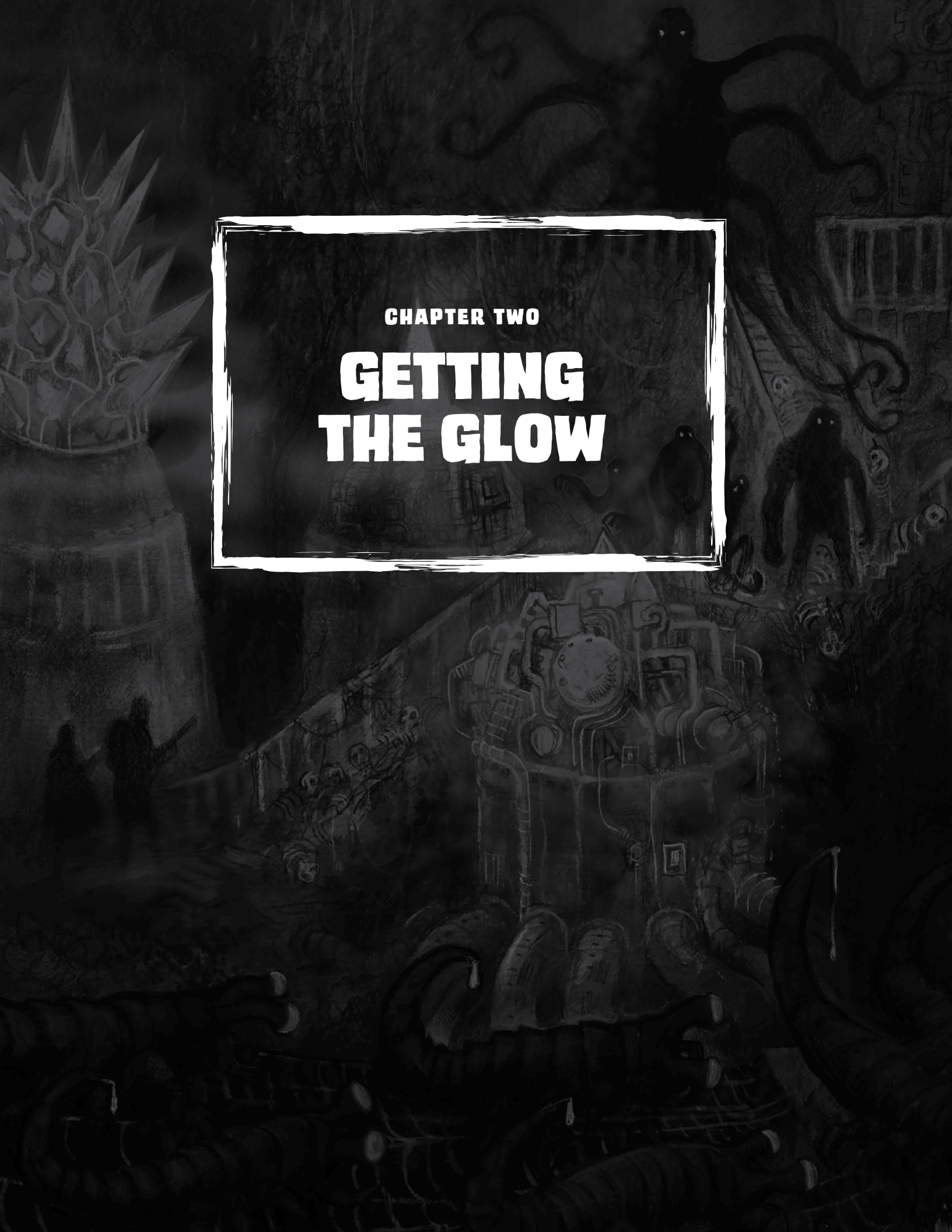

In the lands of Umerica, the only thing close to a sense of unified government are the areas controlled or owned by the two most powerful Train Barons, the Northern Railmasters and the East West Co. Second to that is the area surrounding the Citadel of Scrap, ruled by the Three Royals. Outside of these places, each settlement makes their own rules, punishments, and sense of community. Thus, how well accepted a mutant is can differ greatly from place to place.

One would think, with all the weirdness of the twisted wastes and wilds, that no one would ever look twice at a mutant, but obviously mutated folk are still in the minority compared with "normal looking" humans. This means that some communities may not desire obvious mutants in their homes any more than they might welcome aliens, cyborgs, fossorians, or any other "non-normal" folk. Such views are not commonplace, but there are enough places where mutant-kind are not welcome that most are wary of traveling to strange settlements.

When the adventurers are approaching an unknown community, roll 1d100 on the table below to determine what they are walking into:



| ROLL | RESULT |
|---|---|
| 1-4 | All strangers are attacked on sight with no warnings. Those that run will be hunted for a mile or three. |
| 5-8 | All strangers must prove themselves before they can enter town. This usually means bartering for entry with goods or services—paid in advance. |
| 9-12 | "Normal" folk may enter but weirdos must stay in a designated area, just outside of town. These areas are often old barns or ruined buildings with the bare minimum of amenities. |
| 13-16 | "Normal" folk and one other type is readily accepted; roll 1d5: (1) Aliens, (2) Robots, (3) Mutants, (4) Beastkin, (5) Menfish. All others must camp just outside of town. |
| 17-52 | New folks are welcome, regardless of what they look like, as long as they are peaceable and can pay with goods or services. |
| 53-56 | Mutants, or anyone that might be mistaken as a mutant, are unwelcome and will be warded off with force. |
| 57-60 | Mutants, or anyone that might be mistaken as a mutant, are attacked on sight with no warnings. Those that run will be hunted for a mile or three. |
| 61-64 | The community population is mostly mutants, but they are generally friendly to others as long as they are peaceable and can pay with goods or services. |
| 65-68 | The community population is mostly mutants devoted to the worship of Mother Nuka. Intolerance towards the unusual is not tolerated. The chapel area has a source of mutagenic materials to "convert" normal humans that wish to settle here. |
| 69-72 | This community is mutant only and is intolerant to anyone else entering. Beastkin, aliens, and fossorians may be accepted as "fellow muties." All others must stay in a designated area, just outside of town. These areas are often old barns or ruined buildings with the bare minimum of amenities. |
| 73-76 | The community population is mostly mutants, but they are friendly to others. If any "pure-blooded" humans come into town, they will be targeted for some form of consumption in an attempt to lessen the affliction of certain heavily mutated community members. |
| 77-80 | The community is actually the front of an active pre-cataclysm vault that has recently woken from cryo-sleep. They will welcome general trade with outsiders, but every member of the community will wear an NBC suit to prevent contamination when outside of the vault. They will face any attempts to defile their citizens or the vault with powerful pre-cataclysm weaponry. |
| 81-84 | The community population is mostly aliens and human/alien hybrids. Their culture is odd but welcoming of others, as long as they are peaceable and can pay with goods or services. |
| 85-88 | The community population is actually robots disguised as various other types of folks. They are welcoming of others, but there is a 15% chance that any living-being visitor will be considered interesting and be targeted for capture and dissection. |
| 89-92 | The community population is actually sentient holograms that are somewhat intolerant of biological beings (as they leave a residue of filth wherever they go). |
| 93-96 | The community population is mostly O'Burger worshipers that dress as clowns. They welcome everyone with a smile and the food is quite good. |
| 97+ | Roll twice on this table and combine the two results in the most logical way possible. Ignore further results of 97+. |



CHAPTER TWO

# GETTING THE GLOW


LITTLE BOY WAS HERE

# GETTING THE GLOW

For every mutant that is hungry for further mutation, there are scores of folks eager to avoid any chance of further genetic damage. As such, those who seek the glow travel a difficult road fraught with danger, sickness, and a lack of guidance. Listed below are a few dependable sources of materials and places that can trigger the much desired transformation.

## MATERIALS

**Bio-Mutagenic Gel** - Created by advanced or alien science, this high-tech concoction can be tailored to produce targeted mutation in living beings. Often, it is found preset to induce a specific mutagenic result, but it is possible to run across unset gel that can be tailored with the proper knowledge and equipment.

*Mutations caused by this gel automatically grant all beneficial traits and never result in gaining detrimental traits. Unset gel can be tailored to produce any specific mutation, but it requires an advanced genetics lab and a general tech/Intelligence check (DC 20).*

**Irradiated Biologicals** - By both natural evolution and artificial manipulation, the Umerican wilds now have several species that are inherently mutagenic in some way. In order to reap the transformative boons of the creature, one must investigate its nature. In many cases, the flesh or blood must be ingested, but sometimes, a person must stay near it as it generates various radioactive fields. Obviously, there will be many risks involved with harvesting the mutagenic effects from what most likely is a dangerous beast. Note that most mutant creatures are not geno-toxicly potent enough to induce mutagenesis—only a rare few are.

*Mutations caused by such biologicals are more easily manipulated by a mutant's Glow pool. They gain a 5 point percentile shift for every 2 points of Glow pool expended.*

**Radioactive Isotopes** - By far one of the most common substances sought for inducing mutagenesis, the trick is not in finding some, but in finding it in large or potent enough quantities to produce the desired mutagenic effects, preferably before dying from radiation sickness.

*Mutations caused by isotopes follow the standard mutation rules laid out in the USG, pg 168.*

**Transmorphic Ooze** - A toxic byproduct of unregulated pre-cataclysmic chemical engineering, this ooze is found buried in ancient landfills or hidden away in natural caverns now accessible due to seismic activity. Its coloration is chaotic, shifting up and down the color spectrum randomly. Any living being seeing it instinctively knows it is unsafe to be near it.

*Mutations caused by this ooze have double the chance to grant beneficial traits (60% & 40%) and doubles the chance to cause detrimental traits (90% & 60%).*



## LOCATIONS

For all the diversity of form, power, and intelligence across Umerica, one thing drives nearly every living entity: the strive to survive. Ironically, many are willing to risk much (or even risk it all) for a chance at one more day of existence on this strange world. Mutants (or would-be mutants) will sometimes take calculated risks in order to receive a beneficial mutation that will give one the advantage over the competition. The wastelands are littered with the bits and bobs of many who have tried and failed to leverage their environment to their favor. Besides, half the fun of using a mutagenic substance is in getting there! Locations that harbor such substances must be intentionally sought out if one is to partake of the irradiated gifts of Umerica. You must go into the glow to grow, as they say (whomever "they" are). Simply passing by an irradiated location will not assure mutagenesis. Immersion is required! And after surviving the perils of such locations, one must still make the standard Fortitude mutation save (see USG, pg 168). Are you a survivor? Prove it!

**Radioactive Bomb Sites** - While there are remnants of blackened craters all over the Umerican landscape, most do not have the proper intensity and scope to trigger mutagenesis. They only bring radiation sickness and death. There is a 33% chance that any significant crater found will have the properties necessary to be of use to a mutant. Note that these craters will still be hazardous to those seeking the glow. Consult the table below to see what peril the mutant must face to further evolve.

Roll 1d20, adjusted by the Luck modifier.

| ROLL | | RESULT |
|---|---|---|
| 1-7 | Intense heat: Anyone attempting to trigger the mutagenic effect must make a Fortitude save in addition to the mutation save. The level of their success will determine how badly the heat affects them. | DC 12 or under: This is going to hurt! Suffer 4d6 hp of heat damage per round spent in the radiation zone.<br>DC 13-16: Those in the radiation zone suffer 2d5 hp of heat damage per round spent therein.<br>DC 17-19: Those entering the radiation zone suffer 1d4 hp of heat damage per round spent therein.<br>DC20+: Miraculously, the seeker only suffers 1 hp of heat damage per minute spent in the radiation zone. |
| 8-13 | Psycheographic trauma: The air is thick with psychic detritus, the pain of loss, the sorrow of the masses, and the terror of the stricken. The place practically throbs with lamentations. Make a Willpower save in addition to the mutation save. | DC 12 or under: The screams of the dead and damned are overwhelming! You are struck to the ground, catatonic and unable to do anything but sob and whimper until someone else brings you out of the area. Even after being brought out, the catatonic state persists for 2d4 days.<br>DC 13-16: You are stunned and unable to move until someone else removes you from the area. Once outside, you're fine. At least you keep telling yourself that.<br>DC 17-19: The ghosts of the dead are clawing at your body and mind. Movement is halved, all actions are performed at two steps down the dice chain, and you automatically lose any roll based upon speed against an opponent (always lose initiative, lose AC bonuses for high Agility, etc.).<br>DC20+: The cries of the dead are bothersome and annoying, making it difficult to concentrate. It is not completely debilitating, but spellcasters and those whose psionic or mutagenic powers require concentration cannot use such powers while on the site. |

| ROLL | | RESULT |
|---|---|---|
| 14-19 | Shards of the Past: Accessing the "good" stuff is treacherous. Rough rubble and jagged metal create a maze through which one must crawl to get to the "source." Make a Reflex save in addition to the mutation save. The GM will determine how often a save must be made, dependent on the density of the detritus. | DC 12 or under: Tetanus is not your friend. Take 1d8 in damage. Armor may not mitigate this damage. Half of that damage is unhealable without advanced medical or magical treatment. The next day, take 1d7 in damage from infection. Again, half of that damage is unhealable without advanced medical or magical treatment. Each day, continue to step down the dice chain until 1d3 damage is done. If the character is not dead at this point, they stop suffering damage and have survived the infection. But that unhealable damage remains unhealable, permanently.<br>DC 13-16: You slipped and gashed yourself badly! Take 1d8 points of damage. Armor may mitigate this damage.<br>DC 17-19: Something tweaked. Take 1d4 hp of damage. Armor may mitigate this damage.<br>DC20+: You can't help but snag on something! Roll the Armor Die. On a 1, one piece of armor of the wearer's choice is damaged, reducing its effectiveness by one die step, unless the armor is made of Impervious materials. If reduced to zero, the piece of armor is destroyed. |
| 20-22 | Breaking the glass: One surefire way to know you've found a radioactive bomb site is to look down at the circular field of glass upon which you are standing. If you want to get to a zone of the right intensity, you're going to have to cut, smash, or grind your way there. Some of that glass might be under stress already. Stress makes things ... explode. Again. Roll 1d4, modified by the character's Luck score. | 1 or less: The glass is 50' thick above the radioactive material and is volatile. Even falling on the glass will cause an explosion of shards doing 1d20 damage to anyone within 20' of the disturbance. Intentionally trying to break through the glass increases the distance to 20' and only results in a man-sized depression in the glass about 1' deep. Maybe you should have paid attention to those pockmarks in the glass earlier!<br>2: The glass is 10' thick above the radioactive material. Attempts to break through the glass require a Luck check for every 2' dug down into the glass. A failed Luck check results in the digger suffering 1d6 hp of damage from the glass. Armor does not mitigate this damage.<br>3: The glass is 5' thick above the radioactive material. Two Luck checks are required to dig through the glass. A failed Luck check results in the digger suffering 1d4 hp of damage from the glass. Armor does not mitigate this damage.<br>4+: The glass is 1' thick above the radioactive material. You didn't think you'd get away with this for free, did you? Take 1 point of damage to break through and bathe in the irradiated goo to your mutated heart's content. |
| 23+ | EMP echoes: While the detritus of material might have been swept away by firestorms and shockwaves, the electromagnetic pulse waves reverberate throughout time! Make a Luck check. | Natural 20: Every unshielded electronic device within one mile fails, fatally and permanently. This includes your robot friends and any cybernetic implants.<br>Under 20, but failed (i.e., rolled over your Luck score, but didn't roll a 20): Every unshielded electronic device within one mile shuts off. Duration is equal to the difference between the roll and the Luck score, in days. After this time, the artifact/robot/implant behaves as normal.<br>Above a natural 1, but passed: Every unshielded electronic device within 500' is disabled for 1d12 hours.<br>Natural 1: It's your lucky day. Any chargeable artifacts on your person are now fully charged! Unfortunately, at the end of that one lucky day, they will revert to the same charge they had before the temporary power surge. |

**Temples of Mother Nuka** - A temple of Mother Nuka will always have two things: a source of radiation, and helpful mentors. Make a donation/sacrifice, and you will get some guidance through the mutagenic process. Note that, because of the way radiation is curated and seekers after the glow are guided by the temple residents, a mutant will always gain at least one mutation. The temple residents will help worshippers according to the sacrifices they offer up to Mother Nuka in the form of added points of Glow pool* and increased chances to gain a beneficial trait (or avoid a detrimental trait) from any given mutation. Roll 1d20 on the following table, modified by your Personality bonus. You must also "grease the skids" with a donation, as follows: 1) For donating junk, you get nothing, but your junk will be thrown into the source of radiation and be melted as a token of recognition for your (pathetic) sacrifice. In fact, it's not even recognized as a sacrifice. Sorry, but you haven't met the minimum donation to get help. Go away, and may Mother Nuka bless you—but not here!; 2) Donating something useful and significant (of approximately 50 sp value—a box of 60 GO! bars or a case of Can-O-Ham or a good quality shotgun, for example) is the minimum donation for receiving guidance at one of Mother Nuka's temples. It won't modify your roll, but it will get you in the door; 3) Donating something that is very valuable and reflects the values of Mother Nuka (for example, a larger-than-your-fist irradiated gemstone) adds +1 to your roll; 4) Becoming an adept of Mother Nuka and dedicating your life to her glowing ways is a surefire way to get help! Add +5 to your roll.

**See "Mutants" on pg 71 and "The Mutagenesis Process" on pg 169 of the Umerican Survival Guide for an explanation of the use of Glow pool.*

Roll 1d20, adjusted by the person's Luck modifier AND their donation modifier.

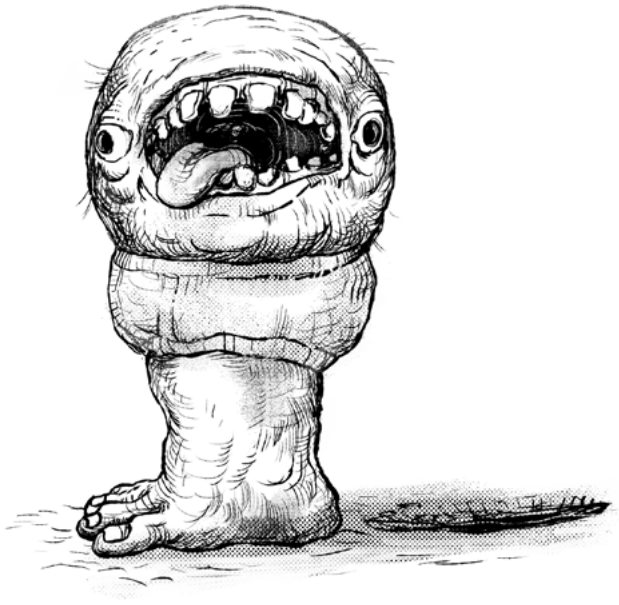
| ROLL | | RESULT |
|---|---|---|
| 1-9 | Indifference: Mother Nuka has things on her mind. Of course, you are welcome, child, but please remember you are here to be seen and not heard. You are part of the family, but the grown-ups are talking. Shh! | Because you are a child of Mother Nuka—and only because you are a child of Mother Nuka—you are granted 1d7 points of Glow pool to help you in receiving your gift. |
| 10-15 | Begrudging acceptance: Oh, hello. It's ... you. We're here to help, but make it quick! | You are gifted 1d8 points of Glow pool. In addition, your chance of rolling a detrimental trait is lowered by d6 percentage points for each roll. |
| 16-21 | Acceptance: It's good to have you home. How can your brothers and sisters of the glow help you? | You are gifted 1d10 points of Glow pool. In addition, your chance of rolling a detrimental trait is lowered by d12 percentage points for each roll. |
| 22-27 | Friendship: We are so glad you are here! It's been too long! Come in, have a seat. Can we make you some Sn-113 tea and yellow-cake uranium biscuits? | You are gifted 1d12 points of Glow pool. In addition, your chance of rolling a beneficial trait is increased by d14 percentage points for each roll. |
| 28+ | Adoration: We are honored to have you condescend to be among us unworthy brothers and sisters! If we knew that you were coming, we would have irradiated the place a little more in preparation. | You are gifted 1d14 points of Glow pool. In addition, your chance of rolling a beneficial trait is increased by d20 percentage points, and your chance of rolling a detrimental trait is lowered by d20 percentage points for each roll. |

**Extraplanar Rifts** - You stare into the void, a rip in the fabric of space, as a whirlpool galaxy in four dimensions manifesting before your eyes … and stares back at you. These liminal places, many of them between dimensions, carry a 50% chance of having the properties necessary to be of use to a mutant. Of course, the mutant cannot go through the experience of encountering an extraplanar rift and remain unchanged in some way, even if only temporarily.

Roll 1d20, adjusted by the person's Luck modifier.

| ROLL | | RESULT |
|---|---|---|
| 1-7 | Perception flux: Your sensory organs are assailed by alien stimuli that you can't quite interpret, at least not correctly. Make a Willpower save in addition to the mutation save. | DC 12 or under: You are blind and deaf and lose all sense of smell, taste, and touch for 1d24 hours. Good luck.<br>DC 13-16: You lose one random sense for 1d12 hours: 1) sight, 2) smell, 3) taste, 4) hearing, or 5) touch.<br>DC 17-19: Synesthesia! You hear colors, smell sounds, feel tastes, etc. The GM will decide the exact effects. This lasts for 10d6 minutes.<br>DC 20+: You experience extreme vertigo for 1d10 minutes. After this, you correct your sense of balance and sharpen your own perceptions such that you are at +3 for all Reflex saves for the next 1d4 hours. |
| 8-13 | Understanding flux: Your understanding of the known universe has just been blown away by the cosmic visions beheld through the rift. Make a Willpower save in addition to the mutation save. | DC 12 or under: Your brain has turned to mush. Your Personality and Intelligence scores are now 3 each. On the flip side, you made it through mindlessness, lucky you! Your Luck score is now 18.<br>DC 13-16: You are utterly confused. You can do nothing but breathe and stare at … something—anything. You cannot speak. This state lasts for 1d24 hours. You can wander aimlessly, if you like, but your wandering is truly aimless and randomly determined by the GM.<br>DC 17-19: You are stunned for 1d4 hours and are in the same state as the previous result. After the 1d4 hours, your thoughts are so muddled that your action dice slide down the die chain 1d3 spaces for 10d6 minutes.<br>DC 20+: You are stunned, as above, for 1d10 minutes. After this time, your understanding is such that for the next 1d4 hours, you are at +3 for all Willpower Saves. Then, your wisdom fades back to normal, like a dream in the night. |
| 14-19 | Meaning flux: Your brain has been inflicted with alien thinking, changing the very meaning of … meaning. This can influence your mutations in any number of ways. Make a Willpower save in addition to the mutation save. | DC 12 or under: Write a list of all of your mutations. Remove every third letter. If you can make a sensible argument for the resulting gibberish to have an effect, it has that effect. If the GM can make a sensible argument for the resulting gibberish to have an effect, it has that effect. This condition lasts for 1d6 days +/- your Luck modifier in days. Minimally, it lasts one day. |

| ROLL | | RESULT |
|---|---|---|
| 20-22 | Time flux: Though the mutant remains just where they were in space, they do not remain where they were in time. Make a Willpower save in addition to the mutation save. | DC 12 or under: The flux sends all within a 50' radius of the rift forward or backward in time +/- (randomly determined), 1d30 thousand years. Geography changes in that time. Make a Luck check: Pass—you land more or less on the same "level" of land. Fail—you "land" hundreds of feet in the air, under a lake, in a lava flow, or embedded under hundreds of feet of rock.<br>DC 13-16: You and all within 20' of you age 10-60 years. For every ten years you age, lose one point of Agility, Stamina, or Strength. You would think "older = wiser," but you would be wrong. Experience makes one wiser, not chronological age.<br>DC 17-19: You and all within 20' age 1-30 years. For every ten years you age, lose one point of Agility, Stamina, or Strength.<br>DC 20+: You and all within 20' of you flicker "out" of time, momentarily, and in that moment you gain a great cosmic understanding of how time works (and doesn't quite work). You may choose to go forward or backward in time however far you wish—once. And it's a one-way ticket. Once you're there, you're there. Choose carefully. |
| 23+ | Personality flux: How can you possibly remain who you were after encountering an extraplanar rift? Make a Willpower save in addition to the mutation save. | DC 12 or under: No one likes you and you like no one. Your Personality score is now 3. Each day, it improves by 1 as you become less and less uncouth, with time, until your Personality score has reached its "normal" state.<br>DC 13-16: You really don't have a personality you call your own. You mimic other people constantly for 1d24 hours. This includes mimicking people you should be hiding from, not engaging with, etc. Man, you're annoying!<br>DC 17-19: You think you're awesome, and you're going to make absolutely sure everybody knows it for the next 10d6 minutes, even if you just have to shout it out loud to the crowd!<br>DC 20+: You respectfully defer to others' wishes for the next 1d20 minutes. You won't do anything that will harm you, personally, but you'll do most of what you're told. Any mind-affecting abilities or spells have a great influence on you. All Willpower saves against such effects during this time are at -2. |

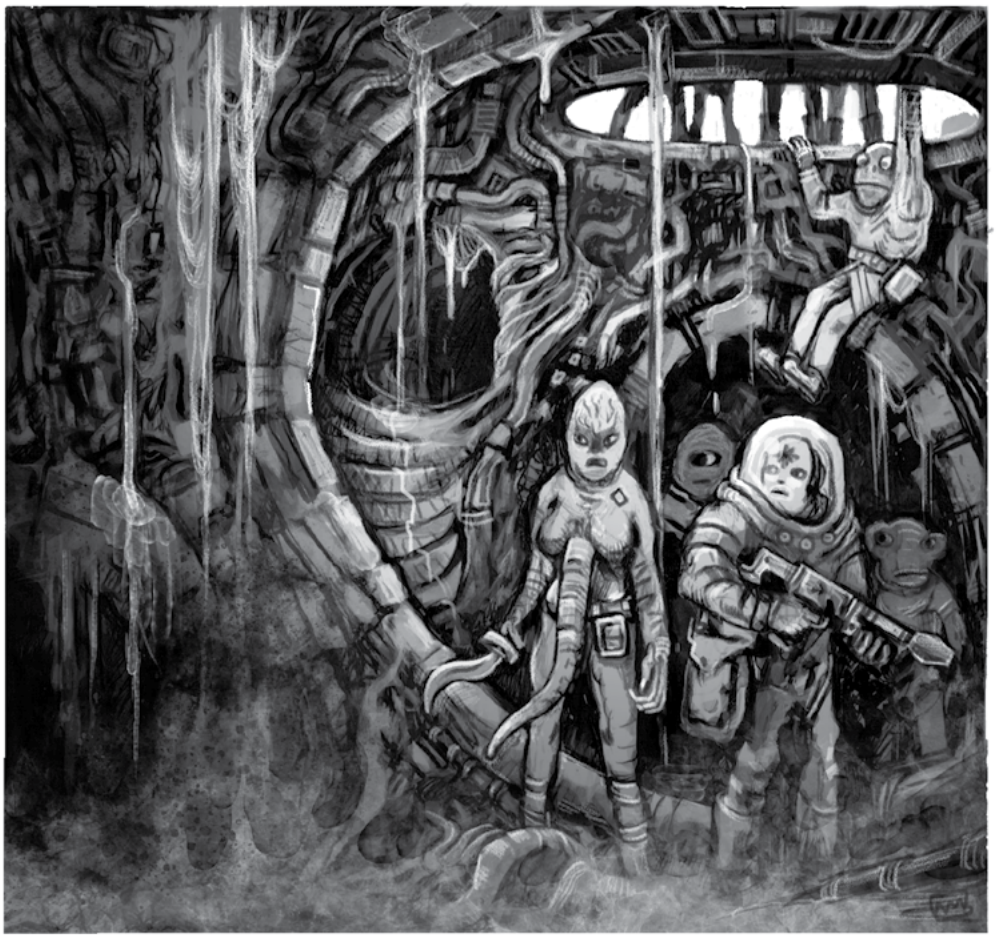


**Crashed Spaceships** - The rarest and highest-quality radiation source outside of a temple of Mother Nuka is a crashed spaceship wherein radiation has been "curated" as a power source. You will in fact find that some temples of Mother Nuka are built around such derelicts. Without the guidance of the temple residents, however, the prospect of utilizing this rarefied source of radiation is more dangerous. Mutants entering the power core of a crashed spaceship have a 70% chance of successfully obtaining a mutation. Once a successful mutation is obtained from such a source, the mutant's chance of gaining a detrimental trait is lowered by d5% and the chance of gaining a beneficial trait is increased by d5%. The dangers of accessing such a source is as follows:

Roll 1d20, adjusted by the person's Luck modifier.

| ROLL | | RESULT |
|---|---|---|
| 1-7 | Core explosion: Your mere presence near the core creates subatomic intradimensional instabilities that cause an almost instantaneous explosion. | All within 100' of the "offending" mutant are incinerated. If there are any survivors, they can attempt to "roll the body" of the others. |
| 8-13 | Alien intelligence: An alien intelligence, resident in the ship's fabric, tries to possess your mind. Make a Willpower save. | DC 12 or under: You are under the control of the alien entity. The GM will give you details of how this affects your actions, but it will affect them in the worst way possible. You might want to roll up a new character at this point. All of your compatriots within 10' who fail a DC 12 Willpower save are also controlled by the entity. Unless they are a gray. Grays are simply confused for the next 1d4 days as they try to assimilate the thoughts of the intruding being. They cannot call upon The Gray Directorate during this time, and all actions are taken at two steps lower on the die chain.<br><br>DC 13-16: You are possessed by the alien intelligence for d12 hours. Any actions which you would choose to take are contrary to your wishes. If you wish to attack, the alien forces you to flee, if you wish to help a compatriot, you end up harming them, if you choose to go left, you go right, etc. For every action, you may make a Willpower save. On a save of DC 20 or more, you can successfully carry out that action.<br><br>DC 17-19: The alien intelligence affects your thoughts for d100 minutes, making it impossible to cast spells or use powers that require concentration. Movement is also halved, and all actions are taken at one step lower on the die chain.<br><br>DC 20+: For d20 rounds, you are unable to act as the mysteries of the alien mind are revealed to you. After this mystical experience, your next action that requires concentration is taken at one step higher on the die chain. |
| 14-19 | Infected with quantum flux: The universe is random, and now, so are you! | Every 24 hours, a randomly determined mutation of the mutant will change to another mutation. There is no Stamina loss, and the change takes place over rounds, rather than turns. This is a permanent effect, unless the mutant can receive a *lay on hands* of 5 dice at a temple of Mother Nuka, which will nullify the effect. |

| ROLL | | RESULT |
|---|---|---|
| 20-22 | Radiation core leak: The mutant receives a veritable "firehose" of radiation. Note that the radiation source will deplete itself in 1d10 days from the moment of the breach. | The mutant gains one lesser mutation (noted later in this volume). Every hour for the next 24 hours, the mutation is changed to another random minor mutation (noted later in this volume). A cleric may *lay on hands* at any time during this process. A result of 3 dice will stop the process where it is, but the mutant will be "stuck" with the lesser mutation permanently. |
| 23+ | Defensive nanites: Nasty microscopic critters swarm the mutant, entering every available hole, and creating some new ones. Their bites are tiny, but they are so hard to hit! | The mutant is swarmed by defensive nanites: Init +3; Atk nanite "bite" +5 melee (1 hp); AC 18; Armor Die 1d8; HD 1d6; MV 60'; Act 1d20; SP attacks that miss the nanites have a chance to hit the person covered in them; SV Fort +4, Ref +4, Will +4; AL N. |



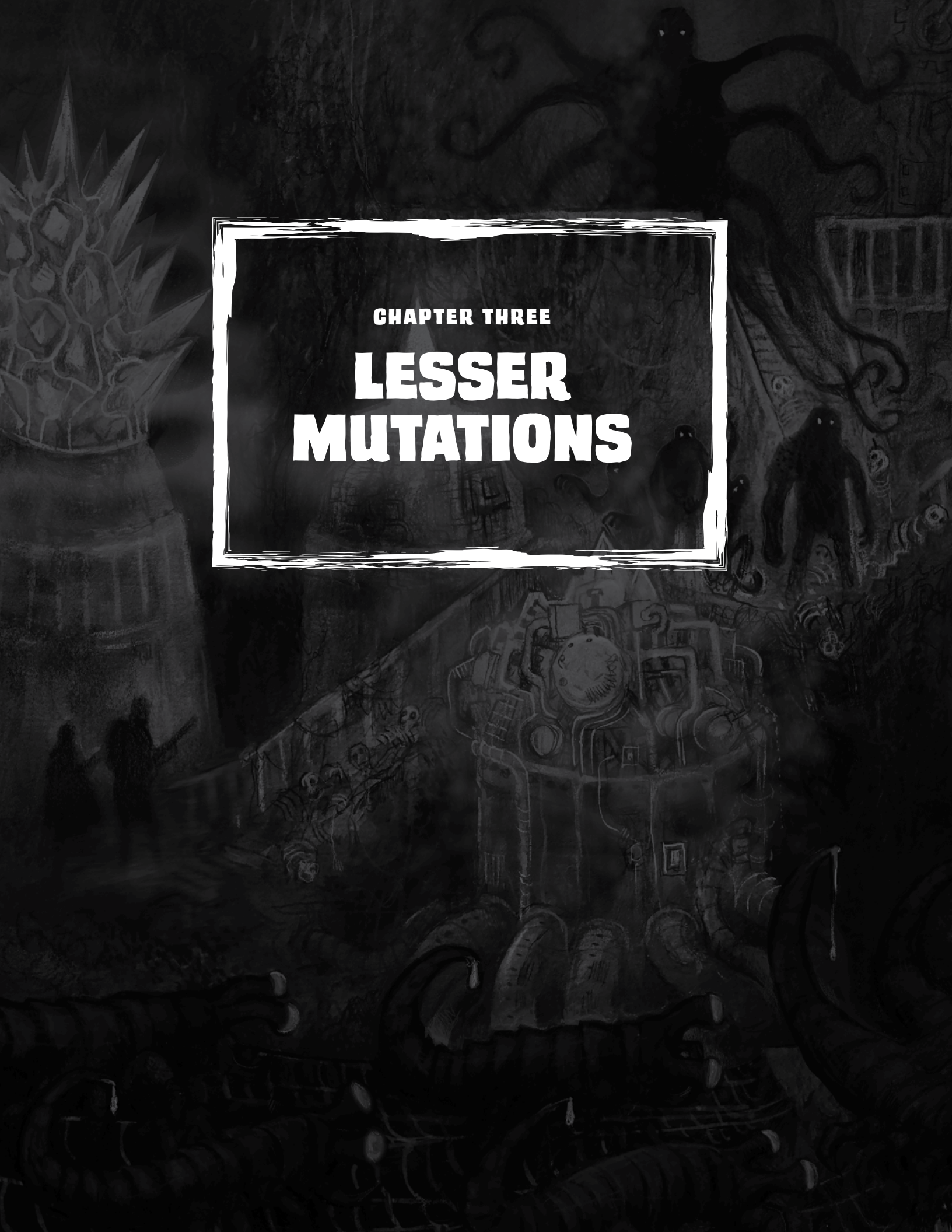
**Ancient Toxic Waste Dumps** - This is the easiest way to access mutagenic effects and possibly the worst choice anyone could ever make. Easy access, but it's high risk and not a very pure "source" for mutagenics, to be honest. There is only a 20% chance that a mutant will find the right stuff to cause any desired mutagenic effects. The dangers are many and often deadly.

Roll 1d20, adjusted by the person's Luck modifier.



| ROLL | | RESULT |
|---|---|---|
| 1-7 | You turn into a primeval slime. It's not the best thing in the world and need not end your existence, but it probably will. Make a Fortitude save. | DC 12 or under: You permanently become a primeval slime. You don't think, don't feel, don't compose poetry, you just sort of ... ooze. Your move is now 1'. Your Agility is now 3, and your Strength and Personality scores are halved. You must make a successful DC 12 Willpower save to be able to temporarily form the oozy equivalent of vocal cords which will allow you to "speak" in a raspy, wheezy voice for 1 turn. Failure means you must wait another turn before trying to speak again. The upside is you can sense very small tremors (like that of careful footsteps, for instance) from 20' away.<br><br>DC 13-16: Only part of you turns into primeval slime. This is not temporary, it's permanent. Roll 1d4 to see what is affected: 1) one limb (player's choice); 2) your head (Intelligence and Personality are now 1 each); 3) your torso (you stay alive for a number of rounds equal to your Stamina score, then drown in yourself); 4) a hand or foot.<br><br>DC 17-19: You are infected with primeval slime. For 1d24 hours, your Agility, Stamina, and Strength are cut in half. As is your Movement rate and hp.<br><br>DC 20+: Your skin is coated in primeval slime. It won't come off for 1d24 hours and is all kinds of messy. Subtract 3 points from all Initiative rolls, and lose all Agility bonuses. |
| 8-13 | Unhealthy fumes invisibly crawl up your nose and down your throat (or whatever mutant breathing organs you possess). | DC 12 or under: Caustic fumes enter your lungs and do extensive damage. Permanently lose 5 points of Stamina and suffer a step down the die chain when making Fortitude saves for d4 days. Those within 50' of you permanently lose 2 points of Stamina and suffer a step down the die chain when making Fortitude saves for d24 hours. Movement for all affected is halved for 1d12 hours.<br><br>DC 13-16: Burning gas blinds you and all within 20' for 1d24 hours. Your Movement is also halved for 10d6 minutes.<br><br>DC 17-19: Irritating fumes cause uncontrollable tears for 1d12 hours to all within 20' of the first one into the area. All to-hit rolls are at 1 step down the die chain, and any Agility bonus to AC is lost for the duration of this effect.<br><br>DC 20+: A nauseating smell causes you and all within 20' to vomit |

| ROLL | | RESULT |
|---|---|---|
| 14-19 | Acid puddle: Boy, that sure *looked* like a water puddle. | DC 12 or under: You and anyone within 10' are plunged into a 12' deep puddle of acid. You are all dead. The end.<br>DC 13-16: You and anyone within 10' are plunged into a 3' deep puddle of acid. Take 6d6 points of damage and lose your legs. You permanently lose 1d6+3 points of Agility. Make a DC 16 Reflex save or fall face first into the pool (dying instantly).<br>DC 17-19: You and anyone within 10' inadvertently step into a 1' deep puddle of acid. Take 3d6 damage and lose your feet (all of them). You permanently lose 1d4+2 points of Agility. Make a DC 14 Reflex save or fall face first into the pool, losing your arms (or whatever limbs are attached to your upper torso) and taking a further 3d6 damage.<br>DC 20+: The soles of your boots, feets, tentacles (or whatever) are burned off. Take 2d6 of damage, permanently lose 2 points of Agility, and make a DC 12 Reflex save or fall into the shallow puddle, suffering a further 1d6 points of damage. |
| 20-22 | Irradiated mud pit: You might want to bathe in a radioactive bath, but not *this* radioactive bath! | DC 12 or under: You slip into quicksand. Make a DC 14 Reflex save to hold your breath or drown immediately. Also, make a DC 20 Agility save to be able to extricate yourself. If you fail, you go under and must make the same save with a cumulative -3 to your roll each round. After 5 rounds in the pit, you drown.<br>DC 13-16: You slip into quicksand. Make a DC 12 Reflex save to hold your breath or begin drowning. Also, make a DC 15 Agility save to be able to extricate yourself. If you fail, you go under and must make the same drowning save again.<br>DC 17-19: You slip and fall into the irradiated mud. Roll a random lesser mutation. If it can be construed as "beneficial," you do not receive it. If it can be construed as "detrimental," you receive that mutation.<br>DC 20+: You slip and fall into the irradiated mud. Roll a random mutation, but only check for detrimental effects. You may not gain beneficial effects from this mutation. |
| 23+ | Brackish water: You had to go there, didn't you? | DC 12 or under: You step on a hard cylindrical object in the water beneath you. Make a Luck check. If you pass, you find a 2' long cylindrical glass tube containing pink, frozen crystals. If you fail, you break open the tube as you step on it, unleashing an apocalypse ooze (see Twisted Menagerie, pg 12). Congratulations! You have single-handedly destroyed the world.<br>DC 13-16: A 20' (4d8) muckracker (see Twisted Menagerie, pg 115) lives here, just under the surface of the water. You stepped right into it.<br>DC 17-19: A piranha newt swarm (see Twisted Menagerie, pg 118) hides in the dark water. It is entirely undetectable by sight or smell and gains a surprise attack on you and whomever else enters the water with you.<br>DC 20+: Just a lowly voltage newt (see Twisted Menagerie, pg 118) hiding under the water. It gets a surprise attack on you. |



CHAPTER THREE

# LESSER MUTATIONS



# LESSER MUTATIONS

These quick and simple mutational effects are not as potent as those listed in the *Mutations* section of the *Umerican Survival Guide* (pg 168). If you would like to use these in conjunction with normal mutations, have any person that has gained a mutation roll 1d100. A roll of 1-60 means they have gained a lesser mutation, described below. A roll of 61+ means a normal mutation (see USG, pg 169).




**Glow Pool and Lesser Mutations**

One of the major abilities of the mutant and psi mutant character classes is their Glow pool, normally used to adjust the odds on mutation rolls to help avoid gaining Detrimental Traits. If lesser mutations are being used in a campaign, the Glow pool can be used to affect gaining lesser mutations in the following ways:

- **Spontaneous Mutagenesis of Lesser Mutations** - At any time, a mutant may choose to spend 1d4+6 Glow pool to gain a random lesser mutation. They still suffer the painful incapacitation and temporary Stamina damage involved in the process.
- **Adjusting Lesser Mutation Rolls** - Glow pool points can be spent, one for one, to either raise or lower the percentile roll involved in determining what lesser mutation is gained.



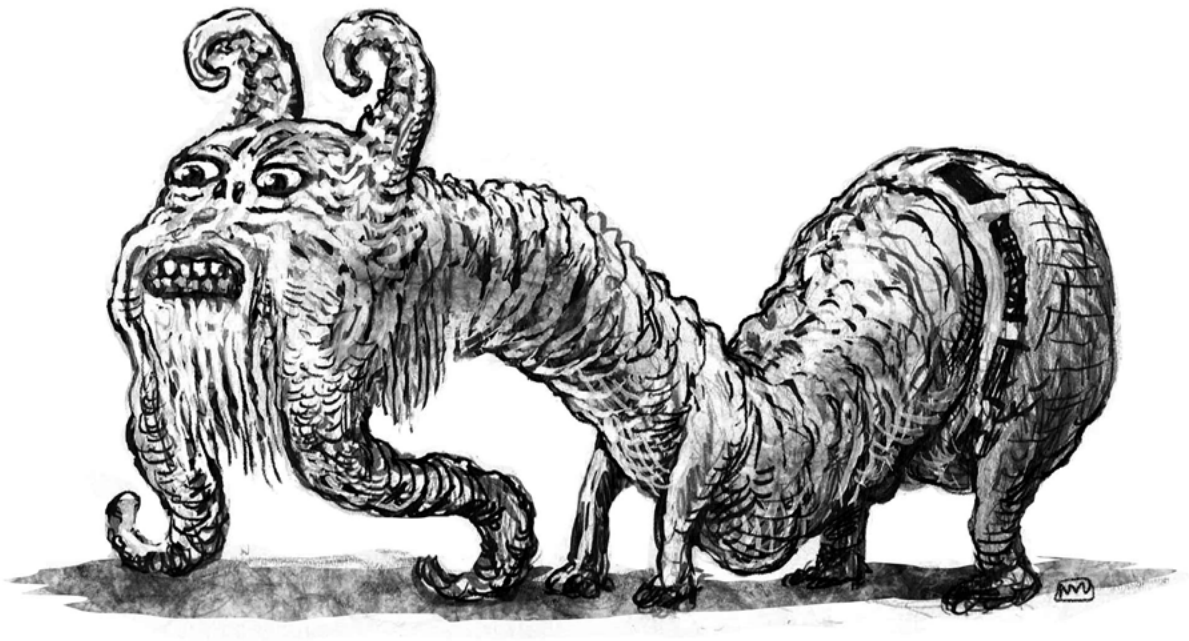
**Gaining a Lesser Mutation**

While not as traumatic as acquiring a normal mutation, this does cause enough pain to render the being incapacitated for 5d4 minutes while the transmutation takes its course and inflicts 1 point of temporary Stamina damage.

A cleric can attempt to *lay on hands* to heal the lesser mutation. A result of 3 dice or more can actually stop the lesser mutation process entirely or completely reverse a lesser mutation up to the cleric's CL in days since its onset.

Roll 1d100 on the table below to determine what lesser mutation is gained.

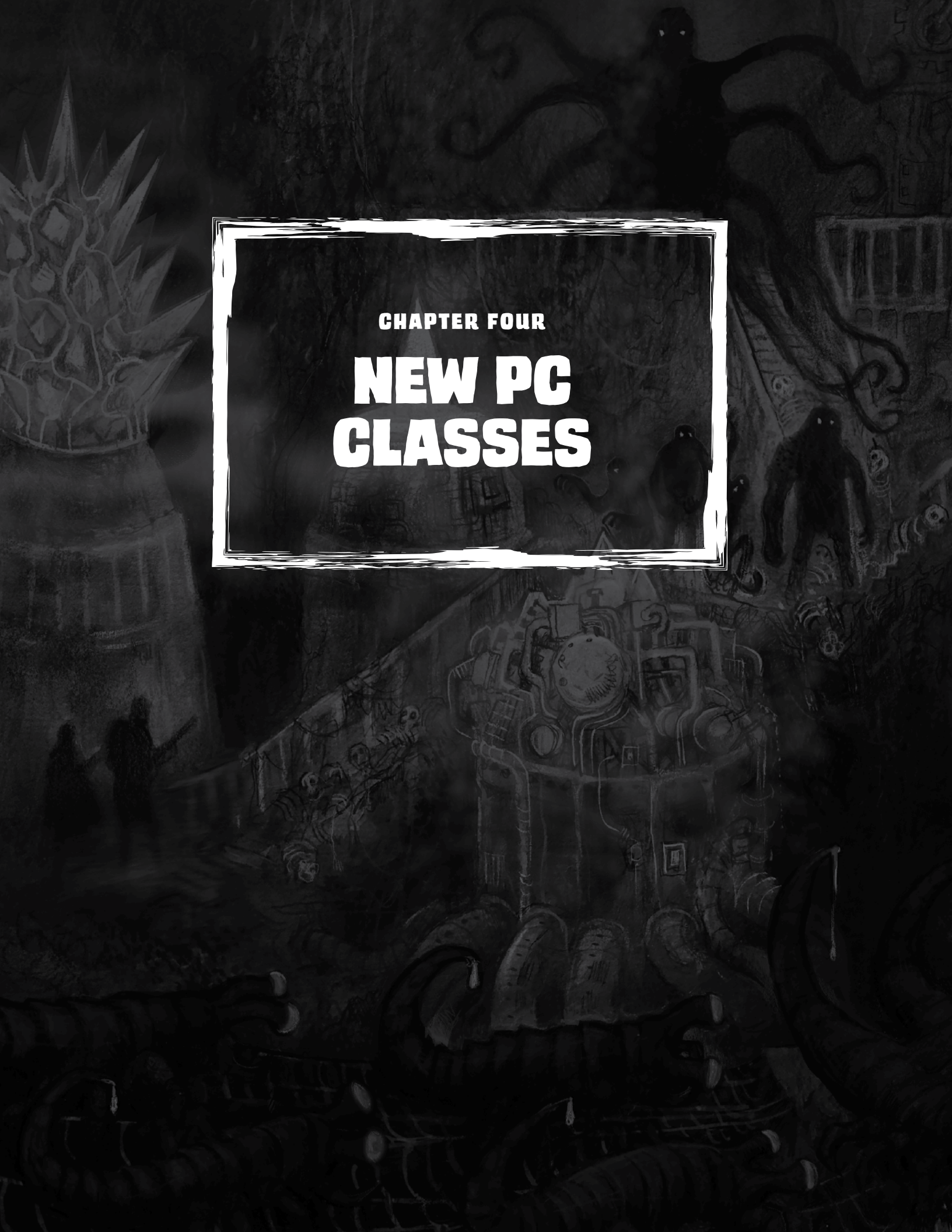
| ROLL | RESULT |
|---|---|
| 1-4 | **Altered Gender** - The person's birth gender is altered. Roll 1d7 to determine the alteration: 1-5) gender swap; 6) true hermaphrodite; 7) true neuter (physically asexual, no reproductive organs). |
| 5-8 | **Altered Hand** - A random hand changes into an inhuman form. Roll 1d6 to determine its new nature: 1) clawlike (-1 Agility & claw attack 1d4 damage); 2) clublike (no fingers & club attack 1d4 damage); 3) bladelike (no fingers & slash attack 1d5 damage); 4) bundle of tentacles (-1 Strength & +1 Agility); 5) mouthlike (no fingers & bite attack 1d4 damage); 6) hooklike (-1 Agility & +2 die steps to grapple). |
| 9-12 | **Altered Limb** - A random limb changes into an inhuman form. Roll 1d6 to determine its new nature: 1) tentacle (leg: -5' Move, arm: -1 Agility); 2) insectal (leg: +1 step of natural Armor Die, arm: -1 Agility & claw attack 1d6 damage); 3) bestial (leg: +3' Move, arm: +1 Strength); 4) Avian (leg: talon attack 1d4 damage, arm: vestigial wing -1 Agility); 5) plantlike (leg: -3' Move & can regrow, arm: -1 Agility & can regrow); 6) technorganic (leg: +1 Agility, arm: +1 Strength). |
| 13-16 | **Altered Scent** - The person's body now exudes an unusual and powerful aroma. Roll 1d7 to determine the nature of the new scent: 1) baked goods; 2) rotting meat; 3) flowery; 4) electrical/ozone; 5) sour/acidic; 6) sweet/candylike; 7) boozy. |
| 17-20 | **Attribute Decrease** - Roll 1d5 to determine which Attribute decreases by 1 point: 1)Strength; 2) Agility; 3) Stamina; 4) Personality; 5) Intelligence. This increase comes with a cosmetic change to the person's appearance that reflects the decrease—i.e. atrophied limbs, shrunken cranium, etc. |
| 21-24 | **Attribute Increase** - Roll 1d5 to determine which Attribute increases by 1 point: 1) Strength; 2) Agility; 3) Stamina; 4) Personality; 5) Intelligence. This increase comes with a cosmetic change to the person's appearance that reflects the increase—i.e. unnatural muscle bundles, swollen cranium, etc. |



| ROLL | RESULT |
|---|---|
| 25-28 | **Attribute Swap** - Roll 1d5 to determine which Attribute increases by +3 points: 1) Strength; 2) Agility; 3) Stamina; 4) Personality; 5) Intelligence. Then roll 1d5 again to determine which Attribute decreases by -3. If the same Attribute is rolled twice, reroll. This increase and decrease comes with a dramatic cosmetic change to the person's appearance that reflects the change—i.e. unnatural muscle mass & boney joints, graceful limbs & a swollen cranium, etc. |
| 29-32 | **Bestial Appearance** - The person's features distort to give them an animal-like countenance. Roll 1d7 to determine what animal type they resemble: 1) feline; 2) canine; 3) bovine; 4) equine; 5) porcine; 6) rodentia; 7) piscine; 8) reptilia. |
| 33-36 | **Dietary Change** - The person now needs to eat an unusual type of sustenance daily to stay healthy. Roll 1d10 to determine what type of sustenance: 1) wood pulp; 2) bleach; 3) plastic; 4) soil; 5) charcoal; 6) metal; 7) fresh blood; 8) textiles; 9) concrete; 10) motor oil. Depending on the type of materials they now need to eat, there may be secondary benefits from being able to safely consume and digest such materials. |
| 37-40 | **Extra Arm** - The person grows an extra arm. It can grant a +1 bonus to tasks requiring multiple hands in some situations. Roll 1d7 to determine where the arm grows from: 1-4) upper torso; 5-6) lower torso; 7) head. |
| 41-44 | **Extra Digits** - All hands and feet each gain 1d3 extra fingers and toes. Roll 1d6: 1-3) the extra digits are vestigial and get in the way (-1 to all Agility based rolls); 4-6) the extra digits work great (+1 to all Agility based rolls). |
| 45-48 | **Extra Eyes** - The person grows 1d3 extra eyes. Roll 1d7 for each to determine where: 1-4) head; 5) torso; 6) a random limb; 7) a random hand. The being can see through these extra eyes but not well. |
| 49-52 | **Extra Leg** - The person grows an extra leg. It grants a +2 die step bonus versus being knocked down but reduces Movement by 5'. |
| 53-56 | **Extra Mouth** - The person grows an extra mouth that they can speak and eat with. Roll 1d7 to determine where it grows: 1-3) head; 4) upper torso; 5) lower torso; 6) a random foot; 7) a random hand. |
| 57-60 | **Growth** - The person's body grows by a foot or so. There is a 50% chance the increase is not uniform, leaving the person lopsided, permanently losing 1 point of Personality. Also, the person permanently loses 1 point of Agility but gains 1 point of Strength. |
| 61-64 | **Hyper Metabolism** - The person must eat twice as much as a normal person but they gain a +1 die step to Initiative rolls and +5' to Move. They also become very jittery and cannot sit still for long periods. |
| 65-68 | **Inhuman Appearance** - The person's features distort to give them a monsterous countenance. Roll 1d10 to determine the type: 1) demonic; 2) corpselike; 3) melted wax; 4) barklike; 5) robotlike; 6) stonelike; 7) semi-transparent; 8) dense fur; 9) chitinous; 10) roll twice and combine the two results. |
| 69-72 | **Shrinkage** - The person's body shrinks by a foot or so. There is a 50% chance the reduction is not uniform, leaving the person lopsided, permanently losing 1 point of Personality. Also, the person permanently loses 1 point of Strength but gains 1 point of Agility. |

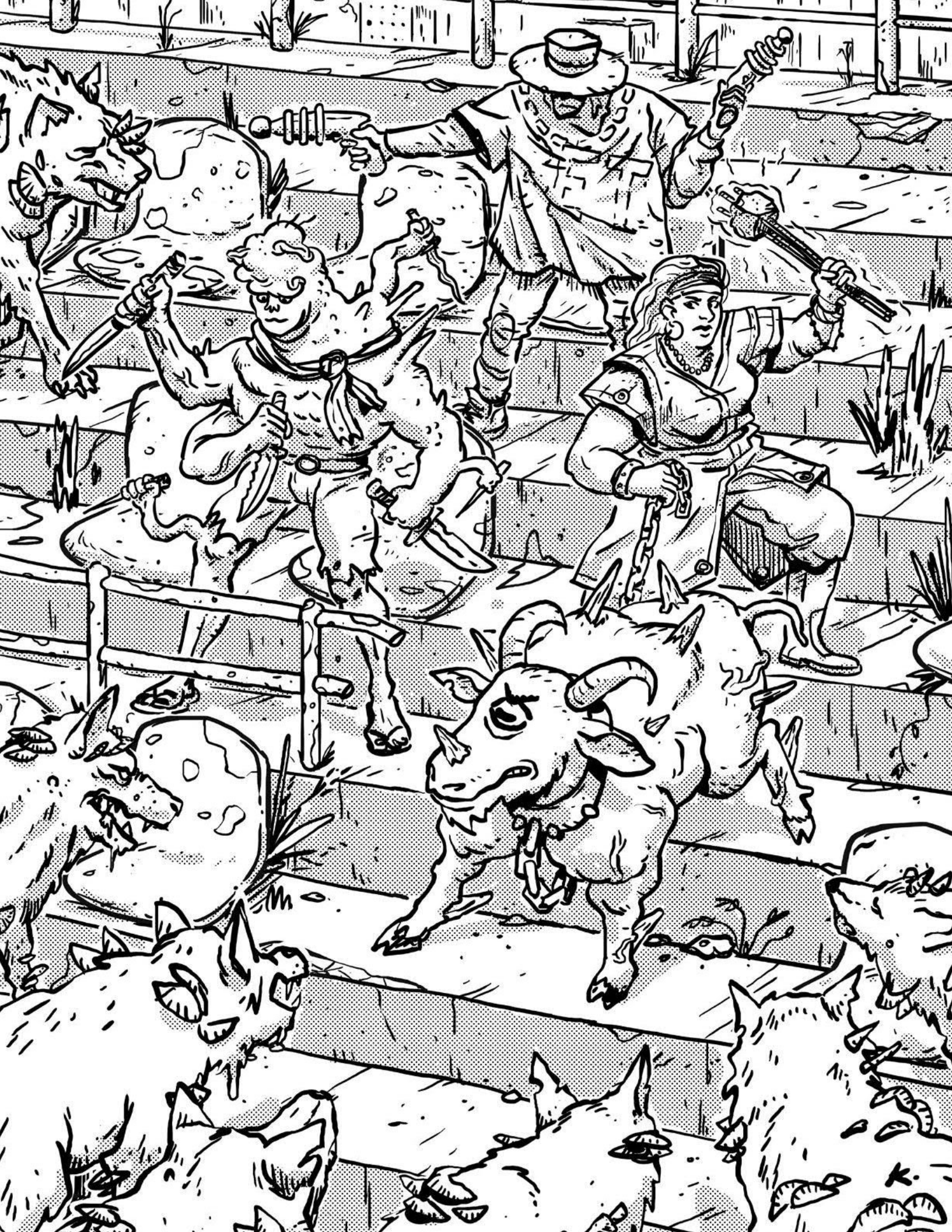
| ROLL | RESULT |
|---|---|
| 73-76 | **Skin Color Change** - Roll 1d20 to determine the new skin color: 1) vibrant red; 2) brick red; 3) dull umber; 4) neon orange; 5) mustard brown; 6) lemon yellow; 7) forest green; 8) bright green; 9) cobalt blue; 10) light blue; 11) blue black; 12) magenta; 13) indigo; 14) royal purple; 15) stark white; 16) slate gray; 17) true black; 18) pale silver; 19) deep gold; 20) roll twice and combine the two results. |
| 77-80 | **Skin Texture Change** - Roll 1d10 to determine the new skin texture: 1) barklike; 2) warty; 3) fibrous; 4) rough scales; 5) spongy; 6) gummy; 7) unnaturally smooth; 8) mucusy; 9) sand papery; 10) roll twice and combine the two results. |
| 81-84 | **Sprout Flowers** - Flowers will continually grow out of the person's body. Roll 1d7 to determine where they grow: 1-4) head; 5) torso; 6) a random limb; 7) a random hand. The flowers are beautiful and fragrant. Under certain circumstances they may confer a +1 bonus to Personality. |
| 85-88 | **Sprout Vines** - Runner vines will continually grow out of the person's body. Roll 1d7 to determine where they grow: 1-4) head; 5) torso; 6) a random limb; 7) a random hand. If allowed to grow out, the vines confer a +1 die step bonus to hiding in areas of heavy foliage. |
| 89-92 | **Tentacles!** - 1d4 tentacles sprout from the person's body, each 1d3 feet in length. Roll 1d7 to determine where each one grows: 1-4) upper torso; 5-6) lower torso; 7) their head. They may be used as arms/hands at -2d to all Agility, Strength, or attack rolls. |
| 93-96 | **Double Trouble** - Roll again twice on this table and combine the two results into one new mutation. Reroll results of 93+. |
| 97+ | **True Mutagenesis** - Surprise! The mutation process has evolved into a full blown mutation! Roll for a normal mutation (USG, pg 169). |





CHAPTER FOUR

# NEW PC CLASSES






# NUKA'S FAVORED

## NUKA'S FAVORED

*A powerful and pitiable new mutant PC class*

**Hit Points:** A favored gains 1d6 hit points at each level. In addition, they gain +1 permanent hit point for each mutation they gain, including the three gained at 1st level.

**Weapon Training:** Favored generally do not have the focus to master complex weapons but they are able to use any basic melee or thrown weapons. They can use armor (up to a Fumble die of d10) but it must be customized and readjusted on a nearly daily basis to fit right. If this is not done, the GM can assign a +1d penalty to the armor's Fumble die until the armor is fixed. There is no limit on the amount of natural armor a favored can have.

**Alignment:** Most favored are of chaotic alignment due to their ever changing physiology. Some are able to fully accept their fate and develop a neutral alignment.

**Perpetual Mutations:** Unlike a normal mutant, a favored's body is inherently contaminated with mutagenic compounds flowing through their veins. This causes them to continue mutating, many times beyond their body's capacity to withstand it. A favored gains three mutations at first level and an additional mutation (USG, pg 168) everytime one of the following circumstances occurs:

- When the favored levels up
- Each time the favored makes a successful *recovering the body* check (DCC RPG, pg 93).
- Any time the favored would need to make a Fortitude save versus gaining a mutation due to being exposed to a mutagenic effect or substance. The save is considered to be automatically failed.

**Unusual Mutagenesis:** Each time a favored gains a new mutation they do not roll to determine the possible beneficial traits and detrimental traits. Instead, they automatically gain one of the beneficial traits, determined by rolling 1d6 with an odd result being the 30% trait and an even result being the 20% trait. Also, they gain one of the detrimental traits, determined by rolling 1d6 with an odd result being the 45% trait and an even result being the 30% trait.

*Example: A favored gains the Bestial - Canine mutation and they gain the base ability of colorblind, night vision. Then instead of rolling d% for both of the beneficial traits and both of the detrimental traits to see what they get, the favored player rolls a 1d6, getting an odd result, gaining the beneficial trait listed at 30%—lethal jaws and claws (damage 1d5). Next they roll 1d6 again, getting an odd result, gaining the detrimental trait listed at 30%—short attention span, which reduces Intelligence by -1d3.*

When rolling for a new mutation, if the result is a mutation that the favored already has, they gain the other beneficial trait and detrimental trait they did not receive previously for that mutation instead of rerolling. Should they roll the same mutation a third time, they instead gain 1d3 lesser mutations.

*Example: Later on in their adventuring career, the favored gains another mutation that turns out to be Bestial - Canine again. Instead of rolling further, they automatically gain the beneficial trait they did not get the first time—superior sense of smell (+1d6 +4 to track by smell) and the remaining detrimental trait—hunched posture which reduces Movement by 5'.*

**Mutagenic Combustion:** The body of a favored is metabolically unstable and can only endure so many mutations before it is too much. Should they gain a number of mutations—including lesser mutations—greater than their Stamina score plus their character level, the favored will suffer immense pain as their body wildly distorts for 1d4 minutes and then explodes in a glowing burst of mutagenic ooze. Anyone within 20 + level' of the expiring favored suffers 1d3 damage per mutation they had, Reflex save (DC 14) for half damage. In addition, each person affected must make an additional Fortitude save (DC 11) or immediately gain a mutation (USG, pg 168).

| Table NF-1: Nuka's Favored | | | | | | |
|---|---|---|---|---|---|---|
| Level | Attack | Crit Die/Table | Action Dice | Ref | Fort | Will |
| 1 | +1 | 1d8/III | 1d20 | +1 | +1 | +0 |
| 2 | +2 | 1d8/III | 1d20 | +1 | +1 | +0 |
| 3 | +2 | 1d10/III | 1d20 | +2 | +2 | +1 |
| 4 | +3 | 1d10/III | 1d20 | +2 | +2 | +1 |
| 5 | +4 | 1d12/III | 1d20 | +3 | +3 | +1 |
| 6 | +5 | 1d12/III | 1d20+1d14 | +4 | +4 | +2 |
| 7 | +5 | 1d14/III | 1d20+1d16 | +4 | +4 | +2 |
| 8 | +6 | 1d14/III | 1d20+1d20 | +5 | +5 | +2 |
| 9 | +7 | 1d16/III | 1d20+1d20 | +5 | +5 | +3 |
| 10 | +8 | 1d16/III | 1d20+1d20 | +6 | +6 | +3 |





# GLOW SHEPHERDS

## GLOW SHEPHERDS

*A holy mutant tending the twisted flocks of Umerica.*

**Hit Points:** A shepherd gains 1d8 hit points at each level.

**Weapon Training:** Shepherds tend to prefer one-handed melee weapons and shotguns over heavier or more complex weaponry. They may wear any sort of armor (up to a d10 Fumble die rating) and may use shields.

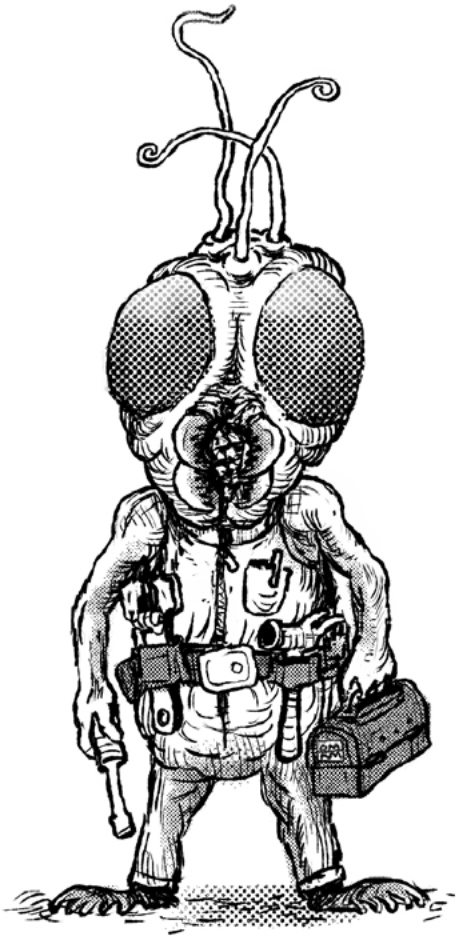
**Alignment:** As most shepherds spend their days wandering, they generally develop a neutral alignment, but the few that live in mutant communities can sway to a lawful point of view. There are fearful rumors of chaotic shepherds who take revenge on those who persecute mutants.

**Spellcasting:** Mother Nuka has granted shepherds the ability to cast cleric spells, similar to the cleric class (DCC RPG, pg 29). They also gain disapproval as a cleric (DCC RPG, pg 30).

**Rad Burn:** Before casting, a shepherd may choose to allow Mother Nuka's "glowing love" to flow through them unchecked, enhancing their spellcasting roll by 1d3 for every Stamina point expended, up to twice their level in Stamina per round. The Ability score damage is restored at a rate of 1 point per night's rest. Using this ability causes the shepherd's body to glow brightly as the holy radiation fills them, inflicting 1hp of damage per point of Stamina expended to the shepherd and everyone within 10'. This hit point damage cannot be healed using healing glow but may be healed by other mystic or technological means.

**Gifts of the Glow:** The power to channel Mother Nuka's holy radiation comes with a price. At 1st level a shepherd gains two lesser mutations and gains more as they increase in level—see the Glow Shepherd Level chart. Also, all mutations gained by a shepherd manifest without pain, incapacitation, or Stamina loss.

**Healing Glow:** Similar to a cleric's *lay on hands* ability (DCC RPG, pg 30), a shepherd can cause their hands to softly glow and attempt to heal damage to any living creature. They must touch the creature and concentrate for 1 action. The healing check is made on a 1d20 for a mutant or 1d16 for a non-mutant. The shepherd's level and Personality modifier are added to the roll. Failure increases disapproval range.



In addition to the normal healing effects of *lay on hands*, if a shepherd is healing a non-mutant, they gain a lesser mutation if any of their dice achieve a maximum result. Mutations gained in this way manifest with no incapacitation or Stamina loss.

**Mutant Whisperer:** Due to their supernatural connection with all mutant kind, a shepherd can attempt to pacify any hostile, animal-intelligence mutant creature they encounter. They must be within 20+(CL x 20)' of the creature, fully visible, and speak calmly to it in order to affect it. A d20 is rolled and added to the shepherd's CL. The shepherd's Personality modifier and Luck modifiers are also included. In addition, they may Rad Burn before rolling. Should the shepherd roll a natural 1 on the check, the main mutant target passionately hates them for all time and is immune to this ability. On a natural 20, the main mutant target bonds with the shepherd and might aid them as a faithful pet for an encounter or longer, at the GM's discretion. Compare the result of the check to the table below.

**Table GS-1: Calm Mutant Result by HD**

| Check | 1 HD | 2 HD | 3-4 HD | 5-6 HD | 7-8 HD | 9-10 HD | 11+ HD |
|---|---|---|---|---|---|---|---|
| 1-11 | NE | NE | NE | NE | NE | NE | NE |
| 12-13 | C1 | NE | NE | NE | NE | NE | NE |
| 14-17 | C1d3+CL | NE | NE | NE | NE | NE | NE |
| 18-19 | C1d4+CL | C1 | NE | NE | NE | NE | NE |
| 20-23 | C1d6+CL | C1d3+CL | C1 | NE | NE | NE | NE |
| 24-27 | C1d8+CL, F1 | C1d4+CL | C1d3+CL | C1 | NE | NE | NE |
| 28-29 | C2d6+CL, F1d3 | C1d6+CL | C1d4+CL | C1d3+CL | C1 | NE | NE |
| 30-31 | C3d6+CL, F1d4 | C1d8+CL, F1 | C1d6+CL | C1d4+CL | C1d3+CL | C1 | NE |
| 32+ | C4d6+CL, F1d6 | C2d6+CL, F1d3 | C1d8+CL, F1 | C1d6+CL | C1d4+CL | C1d3+CL | C1 |

NE = No Effect.

C = Mutant creatures up to this HD are calmed in a quantity indicated. Calmed creatures will cease all hostility towards the shepherd and any of their allies, as long as they are within 20' of the shepherd. The creature will remain non-hostile for 24 hours or until any hostile action is taken against it.

F = Creatures up to this HD are calmed in the quantity indicated and will act in a friendly manner to the shepherd. The creature will remain friendly for CL hours or until any hostile action is taken against it. This does not create any exceptional means of communication between the shepherd and the mutant creature, but the creature will consider the shepherd an ally and take steps to protect or assist them for the effect duration.

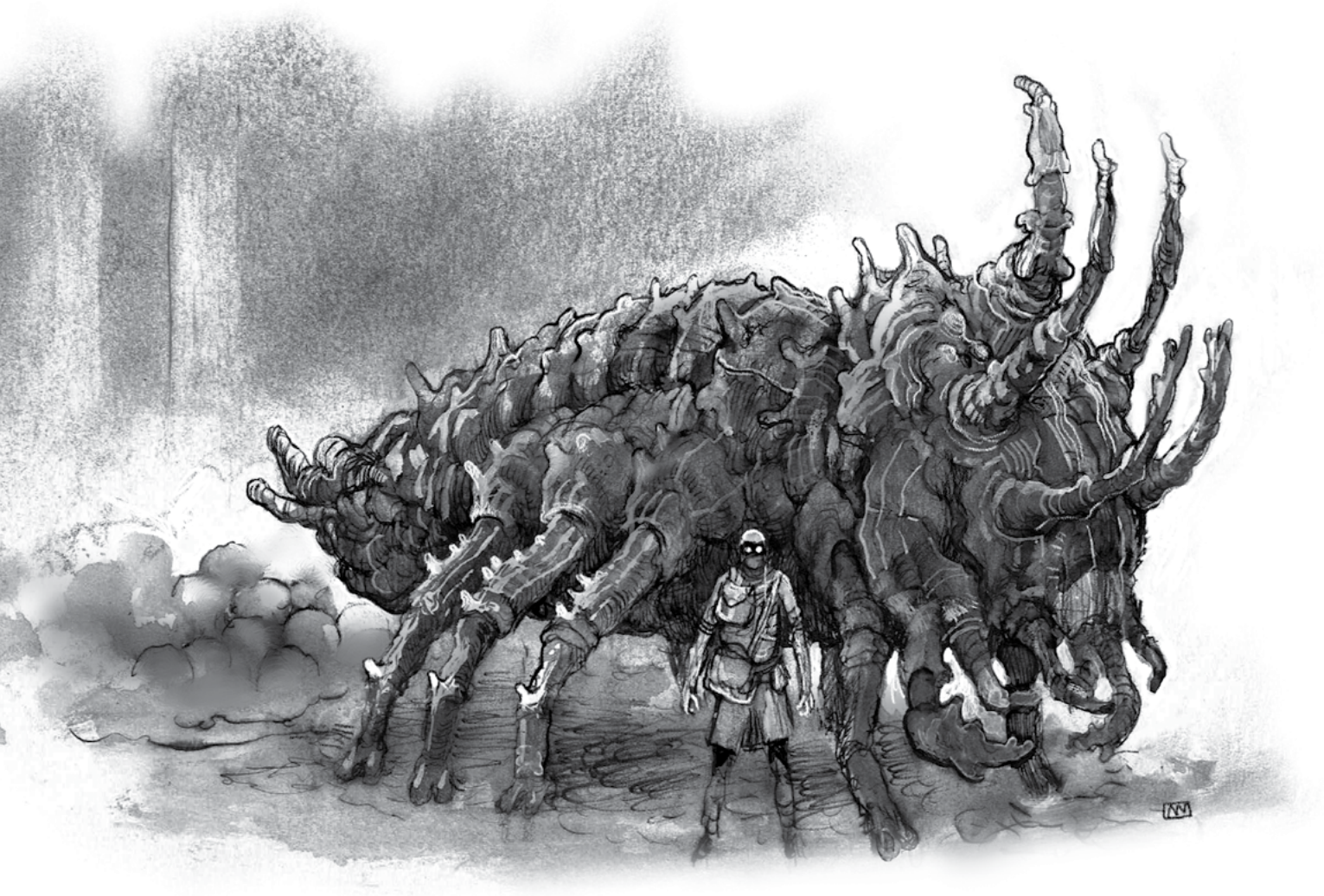
Creatures usually receive a Willpower save to resist being calmed. The save is made against the shepherd's calming check with a bonus equal to all damage inflicted by the shepherd or any of their allies before the check was made.

Against a mixed mob of mutant creatures, the creature with the highest HD (or hp total if their HD match) is considered the main target. Apply the results of the calm check based on the HD of the main target. If the result indicates additional creatures are affected then lower HD creatures are affected in descending order.



**Table GS-2: Glow Shepherd**

| Level | Attack | Crit Die/Table | Action Dice | Ref | Fort | Will | Spells Known by Level | | | | | Gifts |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | 1 | 2 | 3 | 4 | 5 | |
| 1 | +0 | 1d8/III | 1d20 | +0 | +1 | +1 | 3 | | | | | 2 |
| 2 | +1 | 1d8/III | 1d20 | +0 | +1 | +1 | 4 | | | | | 2 |
| 3 | +2 | 1d10/III | 1d20 | +1 | +1 | +2 | 4 | 2 | | | | 2 |
| 4 | +2 | 1d10/III | 1d20 | +1 | +2 | +2 | 5 | 3 | | | | 3 |
| 5 | +3 | 1d12/III | 1d20 | +1 | +2 | +3 | 5 | 4 | 1 | | | 3 |
| 6 | +4 | 1d12/III | 1d20+1d14 | +2 | +2 | +4 | 6 | 4 | 2 | | | 3 |
| 7 | +5 | 1d14/III | 1d20+1d16 | +2 | +3 | +4 | 6 | 5 | 3 | 1 | | 4 |
| 8 | +5 | 1d14/III | 1d20+1d20 | +2 | +3 | +5 | 7 | 5 | 4 | 2 | | 4 |
| 9 | +6 | 1d16/III | 1d20+1d20 | +3 | +3 | +5 | 7 | 6 | 4 | 3 | 1 | 4 |
| 10 | +7 | 1d16/III | 1d20+1d20 | +3 | +4 | +6 | 8 | 6 | 5 | 3 | 2 | 5 |





# TAINTED DRIFTER

## TAINTED DRIFTER

*A nomadic survivalist with anger issues blessed by Mother Nuka.*

**Hit Points:** A drifter gains 1d8 hit points at each level.

**Weapon Training:** A drifter can use any type of weapon they can get their hands on. They also can wear armor with up to a 1d8 Fumble die and use shields.

**Alignment:** Usually living a nomadic lifestyle on the edge of civilized areas, drifters often adopt a neutral alignment. Some do take a more "survival of the fittest" attitude and are of chaotic alignment. Most drifters are not welcome in settlements for long due to not being civilized enough to be of lawful alignment.

**Attack Modifier:** Drifters do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die, just as the warrior from the DCC RPG (pg 42). The drifter always makes a new roll with this die in each combat round. When the drifter has multiple action dice at higher levels, the same deed die applies to all attacks in the same combat round.

**Mighty Deed of Arms:** Drifters are often loners that must apply brutal tactics and bravery alike to defeat their foes. In addition to enhancing their attack rolls, the deed die result is added to all damage rolls in the same combat round as well. Also, should the deed die result be 3 or higher (and the attack is successful), drifters may perform a Mighty Deed as well—see DCC RPG, pg 43 for more information.

**Survivor's Rage:** When the odds are against them, a drifter can draw upon raw fury to overcome their opponents. They can temporarily expend points of their Personality in order to enhance their Mighty Deeds, up to twice their level per round. For every Personality point they expend before rolling, the drifter adds +1 to their deed die result that round. The ability score damage is restored at a rate of 1 point per night's rest.

*Example: During a brutal encounter with a pack of falcon wolves, the drifter chooses to expend 2 points of Personality to increase their deed die from 1d4 to 1d4+2 for the round, ensuring that they can successfully perform a mighty deed to intimidate the pack, hopefully routing them.*

Touch of the Glow: Surviving in the wastes regularly requires drifters to enter contaminated areas others would vehemently stay out of. While they tend to be lucky enough to avoid suffering any true mutations, drifters do start play with two lesser mutations (see pg 24).

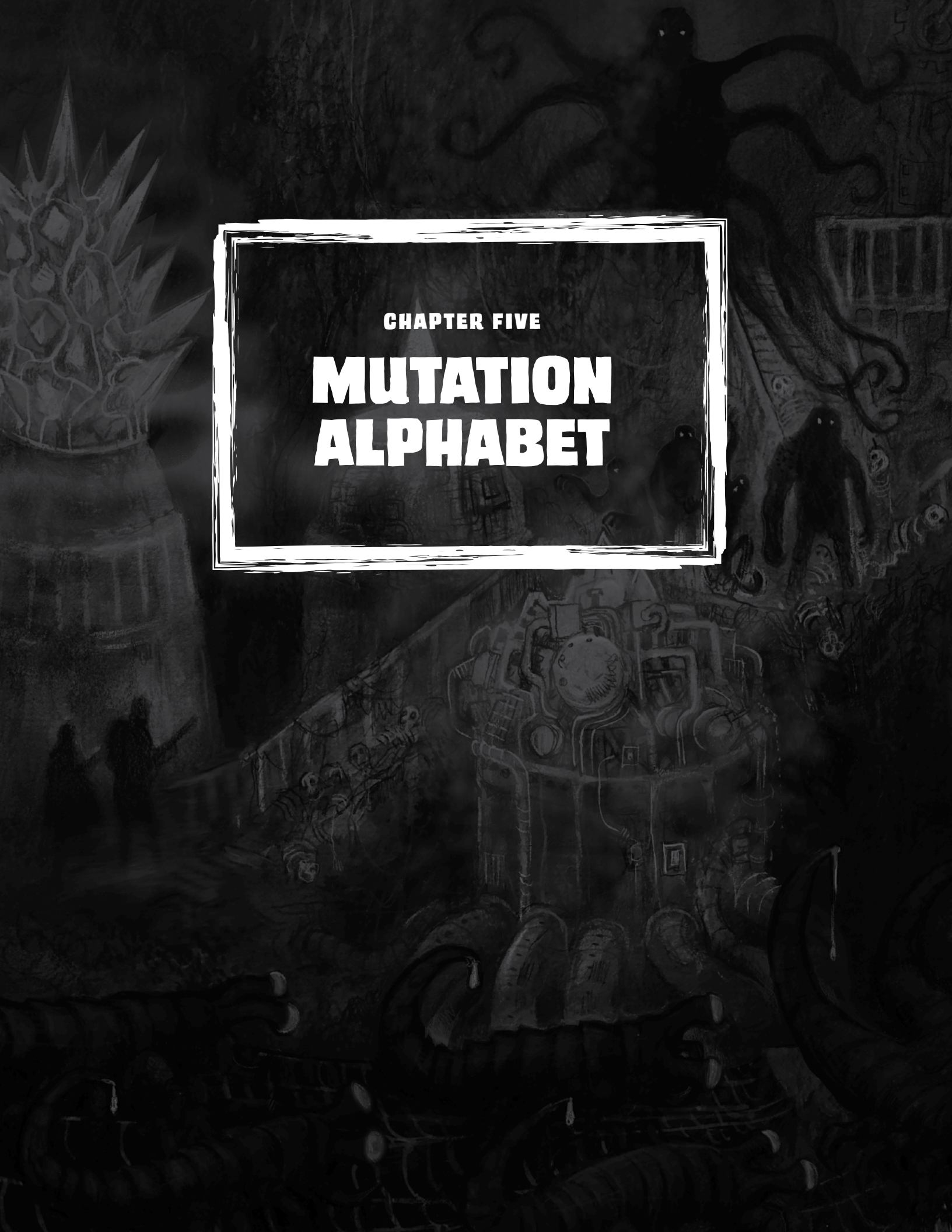
**Contamination Sensitivity:** With an Intelligence check (DC 10), a drifter can tell the direction of a strong concentration of any hazardous or mutagenic substances within 100'. Smaller concentrations, down to a single irradiated object, can still be detected but at a range of 30'.

Also, drifters will always be aware they are entering an area (or effect) that would require them to make a save versus mutating due to a perceptible mutagenic substance or energy (GM's call). This could possibly allow them to avoid the effect and warn others.

**Table TD-1: Tainted Drifter**

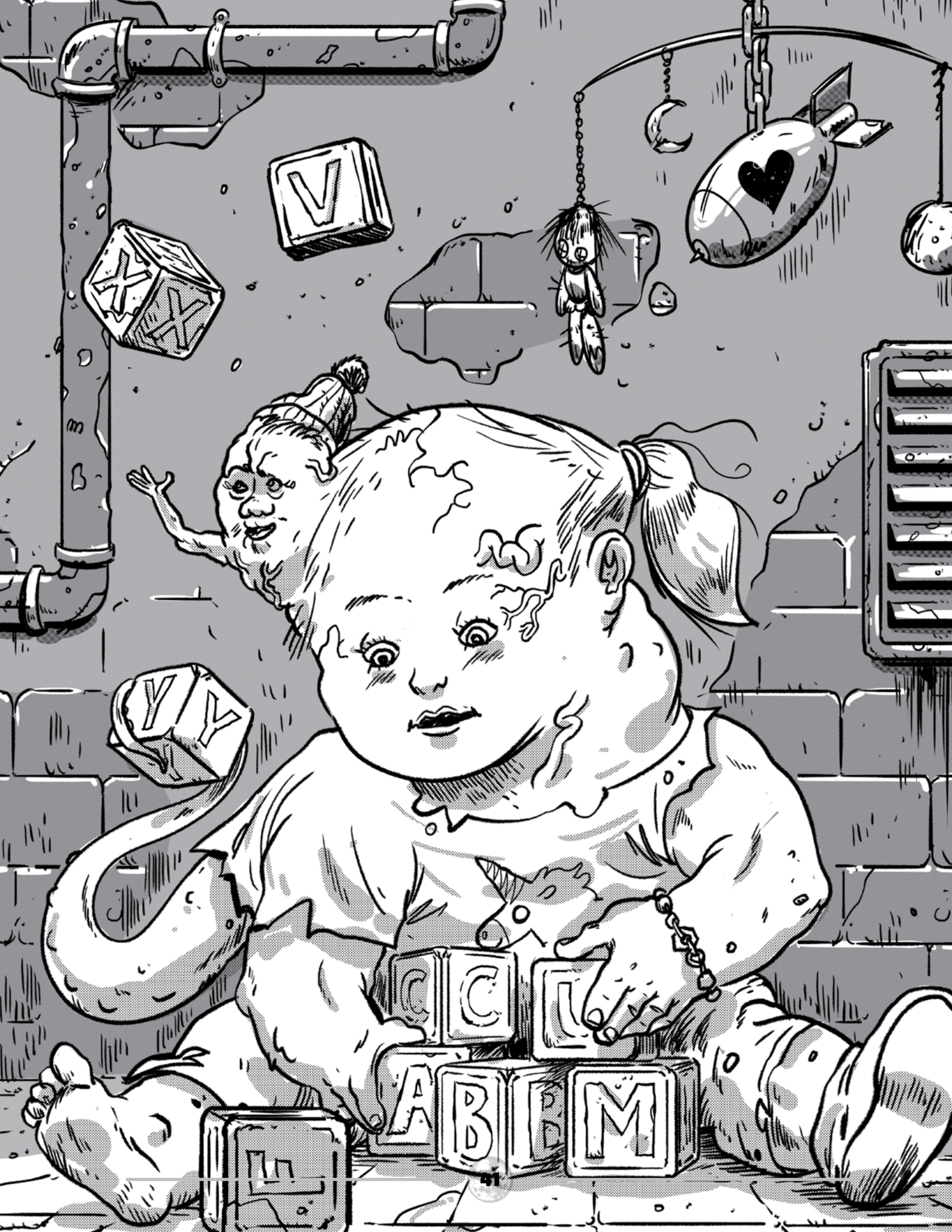
| Level | Attack | Crit Die/Table | Action Dice | Ref | Fort | Will |
|---|---|---|---|---|---|---|
| 1 | +1d2 | 1d10/III | 1d20 | +1 | +1 | +1 |
| 2 | +1d3 | 1d12/III | 1d20 | +1 | +1 | +1 |
| 3 | +1d4 | 1d14/III | 1d20 | +1 | +2 | +1 |
| 4 | +1d5 | 1d16/IV | 1d20 | +2 | +2 | +2 |
| 5 | +1d6 | 1d20/IV | 1d20+1d14 | +2 | +3 | +2 |
| 6 | +1d7 | 1d24/V | 1d20+1d16 | +2 | +4 | +2 |
| 7 | +1d8 | 1d30/V | 1d20+1d20 | +3 | +4 | +3 |
| 8 | +1d10 | 1d30/V | 1d20+1d20 | +3 | +5 | +3 |
| 9 | +1d12 | 2d20/V | 1d20+1d20 | +3 | +5 | +3 |
| 10 | +1d12+1 | 2d20/V | 1d20+1d20 | +4 | +6 | +4 |



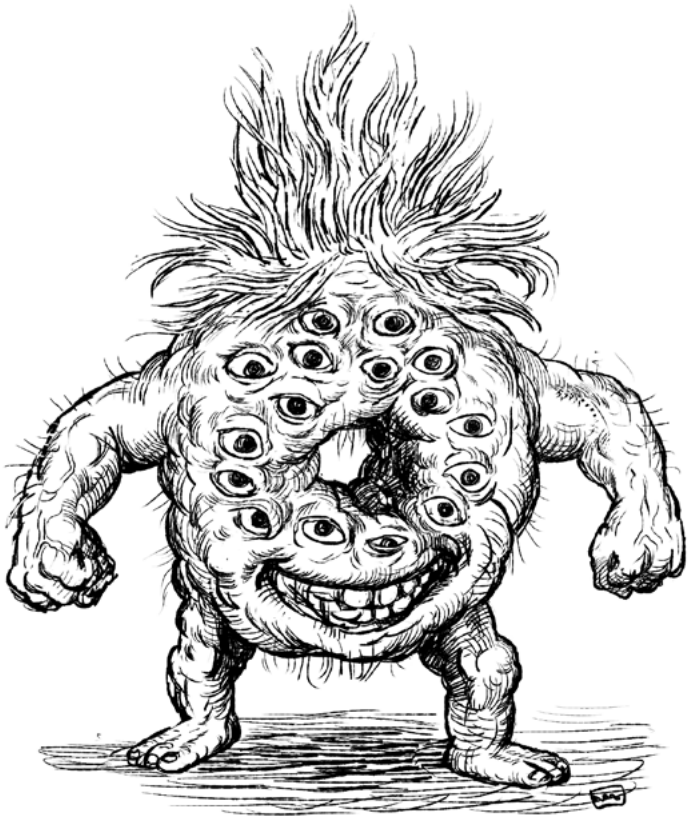


CHAPTER FIVE

# MUTATION ALPHABET


V
X X
Y Y
C C
A B E M

# MUTATION ALPHABET



Here are 26 tables of Umerican-style abberations to upgrade "normal" monsters into maximized mutant murder machines. It is highly recommended not to use these to generate the effects of mutation for player characters as these vary wildly in power and scope with no regard given to any sort of balancing nonsense.

***DON'T DO IT...***

...unless that is exactly what you were looking for!

Should a random letter be desired, roll 1d30.

| ROLL | RESULT | ROLL | RESULT |
|---|---|---|---|
| 1 | A | 16 | P |
| 2 | B | 17 | Q |
| 3 | C | 18 | R |
| 4 | D | 19 | S |
| 5 | E | 20 | T |
| 6 | F | 21 | U |
| 7 | G | 22 | V |
| 8 | H | 23 | W |
| 9 | I | 24 | X |
| 10 | J | 25 | Y |
| 11 | K | 26 | Z |
| 12 | L | 27 | Reroll |
| 13 | M | 28 | Reroll |
| 14 | N | 29 | Reroll |
| 15 | O | 30 | Reroll |





## A IS FOR AQUATIC ADAPTATION

The creature has developed some sort of ability to survive in a watery environment. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1–8 | **Amphibious** - The creature can easily breath underwater and on land. It also has retractable membranes on its eyes to see clearly when submerged. It can now swim at its normal Move. |
| 9–16 | **Aqua-predator** - When the creature is attacking a foe (that is not naturally aquatic) in or under water, it gains +1d to its attack rolls. |
| 17–24 | **Biosonar** - The creature can actively generate ultrasonic frequency sounds and interpret these echoes to accurately sense their surroundings. This is an omnidirectional sense that radiates out to 100' and is accurate enough for ranged combat. |
| 25–32 | **Blubber Layer** - The creature has a thick layer of protective blubber under its skin. This increases its Armor Die by 2 steps. This layer also helps with buoyancy, granting a +1d to all swimming checks. |
| 33–40 | **Electrolocation** - This creature has electroreceptor organs that allow it to perceive the weak bioelectric fields generated by other living beings and it is accurate enough for ranged combat. This is an omnidirectional sense that radiates out to 100'. It is not blocked by conventional line of sight but can be disturbed by strong electrical fields. |
| 41–48 | **Elongated Neck** - The creature's neck is many times longer than it should be, granting it +10' to its bite attack reach and +1d4 to all perception checks. |
| 49–56 | **Enhanced Lungs** - While the creature cannot breathe underwater, it can hold its breath for up to 10 + its HD minutes at a time (HD 5 = 15 minutes). The creature can also dive deeply without fear of pressure effects. This also grants a +6 to all Fortitude saves versus inhaled gaseous toxin effects. |
| 57–64 | **Flippers & Fins** - The creature now has a swim speed equal to its normal land Move. If it was primarily a flying beast, the swim speed is 75% of its fly Move. |
| 65–72 | **Fluked Tail** - The creature now has a long, fluked tail. It can now swim at double its normal Move. In melee, the tail does 1d6 damage and has a to hit equal to the creature's number of Hit Dice. |



| Roll | Result |
|---|---|
| 73–80 | **Naturally Buoyant** - The body of this creature floats without effort in water. Only a great deal of weight or pressure can actually make it submerge. It has a swim speed equal to ½ its normal land Move. |
| 81–88 | **Water Ambush** - The creature has evolved to lie in wait just under the surface and gains a surprise attack against foes that do not detect it, Intelligence check (DC 15). If the surprise attack is successful, it is automatically a critical hit. |
| 89–96 | **Wet Running** - The creature has huge, webbed feet that allow it to run across the surface of water without submerging. It can continue to do so as long as it moves its full run speed each round. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |





## B IS FOR BOTANICAL HYBRIDIZATION

The creature now shows signs of plantlike traits. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1–10 | **Bark Skin** - The skin of the creature appears to be like a thick tree bark. This increases its Armor Die by 2 steps and grants it +2d to hide in forested areas. |
| 11–20 | **Control Local Flora** - The creature is able to animate and control up to twice its Hit Dice in plants or plant beasts from the area local to its lair. The dominated vegetation follows the creature's commands like the alpha of a wolf pack. |
| 21–30 | **Fruit Bearing** - The creature's body naturally grows 2d4 fruits per week. Roll 1d3 to determine the nature of the fruit:<br>1 ***Explosive*** - Their fruitlike growths are highly explosive when removed from their body-stems (treat as a seed-based fragmentation grenade—damage die: d6; blast range: 10').<br>2 ***Toxic*** - The fruits are full of stored body-waste toxins and can be thrown. Living beings hit by a toxin fruit must make a Fortitude save (DC 12) or suffer 1d4 points of temporary Stamina damage. If harvested, the toxic fruit remains viable for 1d3 days.<br>3 ***Seedling*** - The fruits are full of aggressive seeds. Living beings hit by a seedling fruit must make a Fortitude save (DC 12) or seedlings begin to grow in their skin after 24 hours. This causes 1 point of Stamina damage per day. If the being dies of this damage, 1d3 infant versions of the creature burst forth from the corpse. |
| 31–40 | **Natural Camouflage** - The creature's coloration allows them to blend into many different types of terrain. This grants them +2d to hide or sneak up on prey. |
| 41–50 | **Photosynthesis** - As long as the majority of its hide is exposed, the creature can feed off of six hours of sunlight a day instead of eating. It will still require water but may be able to acquire it via extending roots versus drinking. |



| Roll | Result |
|---|---|
| 51–60 | **Pollen Projector** - The creature has one or more orifices that can discharge a spray of pollen in a cone shape, 30' long by 10' wide. Roll 1d3 to determine the effects of the pollen:<br>1 ***Seedling spores*** - Living beings caught in the spray must make a Fortitude save (DC 12) or seedlings begin to grow in their skin after 24 hours. This causes 1 point of Stamina damage per day. If the being dies of this damage, 1d3 infant versions of the creature burst forth from the corpse.<br>2 ***Toxin*** - Living beings caught in the spray must make a Fortitude save (DC 12) or suffer 1d4 points of temporary Stamina damage. If harvested, the toxic pollen remains viable for 1d3 days.<br>3 ***Irritant*** - Living beings caught in the spray must make a Fortitude save (DC 12) or suffer -1d to all actions for the next 1d3 hours. The die-step penalty will increase each time the victim is subjected to the spray and fails the save. |
| 61–70 | **Prehensile Tendrils** - Multiple tentaclelike tendrils grow from the creature's body. It can use these as well as its normal limbs and grants it 2d16 action dice for the tendrils' actions. |
| 71–80 | **Regeneration** - The creature can regrow any lost limbs at a speed of one limb a week. It also recovers 1d6 hit points each day. The creature is well aware of its healing abilities and will use them to its advantage. |
| 81–90 | **Thorns** - The creature's body is covered in thorns that inflict 1d3 points of damage to anyone attempting to hold or grapple it. The creature also gains +1d to all grapple attacks. |
| 91–99 | **Weaponized Fragrance** - Living creatures within 20' of the creature must make a Fortitude save (DC 12) each round or be affected by the scent. Roll 1d3 to determine the effects of the fragrance:<br>1 ***Daze*** - The target is overcome by a lethargic effect causing them to take no action for the round. They will also have no memory of anything that happened that round.<br>2 ***Berserk*** - The target will randomly attack a nearby target, friend or foe, for the next round. All attacks inflict an extra 1d4 damage that round.<br>3 ***Fear*** - The target will make all attempts to flee the area at top speed for one round. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |

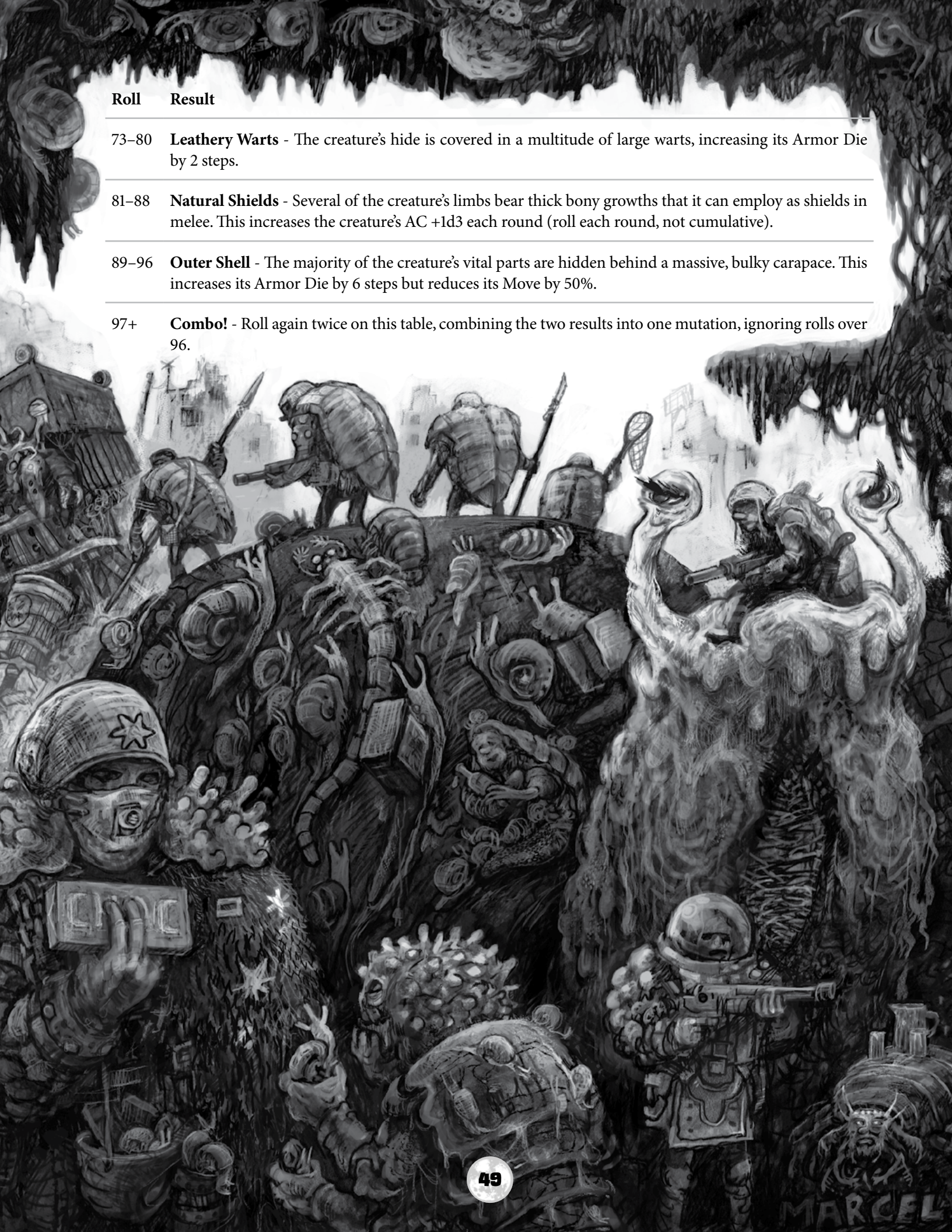


## C IS FOR CARAPACE PROTECTION

The creature's body has been enhanced with a protective layer. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1–8 | **Ablative Debris** - The creature's body surface naturally collects a multitude of junk that it comes into contact with. This builds up to grant 5 steps of Feeble (f) armor to its normal Armor Die. Any lost levels of this bonus armor will be rebuilt at a rate of one level per week. |
| 9–16 | **Adopted Shell** - This creature employs a durable found object as a shell to protect its body. In addition to increasing its Armor Die by 4 steps, it also increases any attempts to hide in ambush in an area with similar materials by +1d as well. |
| 17–24 | **Armor Plating** - The creature's hide is covered in metallic armored plates, increasing its Armor Die by 2 steps and making it Impervious (USG, pg 99). |
| 25–32 | **Bark Skin** - The skin of the creature appears to be like a thick tree bark. This increases its Armor Die by 2 steps and grants it +2d to hide in forested areas. |
| 33–40 | **Bony Plates** - The creature's body is mostly covered by heavy plates of bone and hide. This increases its Armor Die by 4 steps. |
| 41–48 | **Cancerous Crust** - The majority of the creature's vital parts are hidden behind a thick layer of tumorous material. This increases its Armor Die by 3 steps and the creature is immune to critical hits. |
| 49–56 | **Exceptionally Hairy** - The body of this creature is covered in long, dense hair that highly obscures its actual shape. This increases its AC by 2 and renders it immune to critical hits. It also gains +2d to intimidation roll as it appears much larger than it actually is. |
| 57–64 | **Forcefield** - This creature's body naturally generates a protective aura that absorbs the inertia from incoming attacks. All damage caused by physical means is reduced by 1d5 before rolling the Armor Die. |
| 65–72 | **Heavy Scales** - The creature's hide is covered in thick, overlapping scales, increasing its Armor Die by 2 steps. While not as durable as bone plating or an outer shell, it does allow the creature to curl up into a ball, leaving nothing but scales exposed. When curled up, its Armor Die result is doubled. |

| Roll | Result |
|---|---|
| 73–80 | **Leathery Warts** - The creature's hide is covered in a multitude of large warts, increasing its Armor Die by 2 steps. |
| 81–88 | **Natural Shields** - Several of the creature's limbs bear thick bony growths that it can employ as shields in melee. This increases the creature's AC +1d3 each round (roll each round, not cumulative). |
| 89–96 | **Outer Shell** - The majority of the creature's vital parts are hidden behind a massive, bulky carapace. This increases its Armor Die by 6 steps but reduces its Move by 50%. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |





## D IS FOR DEFENSIVE ADAPTATION

The creature has been altered in a way that increases its defensive capabilities. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1–10 | **Adhesive Secretions** - The skin of this creature excretes a highly sticky substance. This allows the creature to move across walls and ceilings like a spider. Also, any weapon that strikes a blow on the creature becomes stuck fast, requiring a Strength check (DC 15) to free it. |
| 11–20 | **Blubber Layer** - The creature has a thick layer of protective blubber under its skin. This increases its Armor Die by 2 steps. This layer also helps with buoyancy, granting a +1d to all swimming checks. |
| 21–30 | **Offensive Odor** - The creature exudes a foul miasma that causes all within 100' to want to retch. Attempting to get any closer will require a Willpower save (DC 14) or induce convulsive gaging, inflicting a -2d penalty to all actions while within 100' of the creature. A new save must be made each round for those who choose to remain close to the creature. Failing three saves in a row will cause the person to effectively be turned (*turn unholy*, DCC RPG, pg 96-97). |
| 31–40 | **Oily Hide** - The skin of this creature excretes a highly slippery substance that makes it nigh impossible to hold. It gains +3d versus all attempts to grapple it. Also, it can slip through tight openings with ease. |
| 41–50 | **Painful Vocalizations** - The vocal cords of the creature can produce sounds that most other beings find mind numbingly piercing. When it chooses to bellow out a keening wail, all foes within 30' must make a Fortitude save (DC 14) or become dazed and deafened (USG, pg 101) for the next 2d12 rounds. |
| 51-60 | **Poisonous Skin** - The creature's skin exudes a powerful toxin that affects anything touching it, Fortitude save (DC 12). Roll 1d3 to determine the effects of the toxin:<br>1 ***Daze*** - The target is overcome by a lethargic effect causing them to take no action for 1d5 rounds. They will also have no memory of anything that happened while affected.<br>2 ***Sickness*** - The target suffers 1 point of temporary Stamina damage and -1d to all actions for 2d20 hours, during which time the target cannot naturally heal.<br>3 ***Death*** - The target suffers 1d3 Stamina damage and must make additional saves each minute or suffer additional Stamina loss. Three successful saves will stop any further effects. |
| 61-70 | **Quills** - The creature's body is covered in spiky quills. Anyone attempting to hold or grapple the creature suffers 1d5 damage. Also, the creature can fling volleys of quills at its foes within 15'. A Reflex save (DC 10) is required to avoid suffering 1d4 damage. |
| 71-80 | **Spiny Ridges** - The creature's body is covered in spines that inflict 1d3 points of damage to anyone attempting to hold or grapple it. The creature also gains +1d to all grapple attacks. |
| 81-90 | **Stunning Colorization** - The skin of this creature is a bewildering spectacle of dazzling hues. Anyone attempting to approach within 50' of the creature must make a Willpower save (DC 13) or be blinded (USG, pg 101) by visual overstimulation for 1d3 minutes. Those attacked by the creature gain +1d to the save but must make a new save each round they are within 50' of it. Targets that are blind or color blind are immune to the effect. |
| 91-99 | **Visual Distortion** - Due to being slightly out of phase with this dimension's light spectrum, the creature is a bit difficult to see properly. This grants it +1d4 to all stealth checks and a +2 to its AC. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |



## E IS FOR ENHANCED SENSES

The creature now has new or better ways to detect its foes. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-10 | **All-Around Vision** - This creature's field of vision allows it to constantly see in all directions. This makes it impossible to sneak up on by mundane means. Its total awareness of its surroundings also grants it a +2 AC. |
| 11-20 | **Biosonar** - The creature can actively generate ultrasonic frequency sounds and interpret these echoes to accurately sense their surroundings. This is an omnidirectional sense that radiates out to 100' and is accurate enough for ranged combat. |
| 21-30 | **Danger Sense** - This creature can never be ambushed or taken by surprise. It is always aware of any threat against it and has an idea of how powerful that threat is. It also automatically detects any traps nearby. |
| 31-40 | **Electrolocation** - This creature has electroreceptor organs that allow it to perceive the weak bioelectric fields generated by other living beings and is accurate enough for ranged combat. This is an omnidirectional sense that radiates out to 100'. It is not blocked by conventional line of sight but can be disturbed by strong electrical fields. |
| 41-50 | **Huge Eyes** - The eyes (or other optical receptor organs) of this creature are abnormally big and barely seem to fit properly in its head. It gains +10 to all visual perception checks and can see perfectly well in the dark. It also gains +2d to stare down an opponent. |
| 51-60 | **Night Vision** - The creature can see perfectly in the dimmest of light, enough even to pick out colors or read text. This ability extends out as far as its normal vision. |



| Roll | Result |
|---|---|
| 61-70 | **Superior Hearing** - The creature can hear extremely well. It can make out minute audial details at a distance of over a mile and separate out numerous different conversations at one time. It gains a +1d6 to all attempts to track any prey it can hear. |
| 71-80 | **Superior Vision** - The creature can see extremely well in the normal light spectrum. It can make out minute visual details at a distance of over a mile. All ranged attacks this creature makes gain a +1d6 to the attack roll. |
| 81-90 | **Thermal Sense** - This creature can "see" via detecting the heat emanating from its surroundings, out to 60'. This also allows it to perceive through doors and walls made from common building materials up to 8" thick. |
| 91-99 | **Tremor Sense** - This creature can detect and pinpoint the origin of vibrations within 80', provided that creature and the source of the vibrations are in contact with the same ground or substance. This makes it nigh impossible to sneak up on when approaching by ground movement. Its total awareness of its surroundings also grants it a +2 AC. This cannot be used to detect hovering, flying, or insubstantial creatures. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |

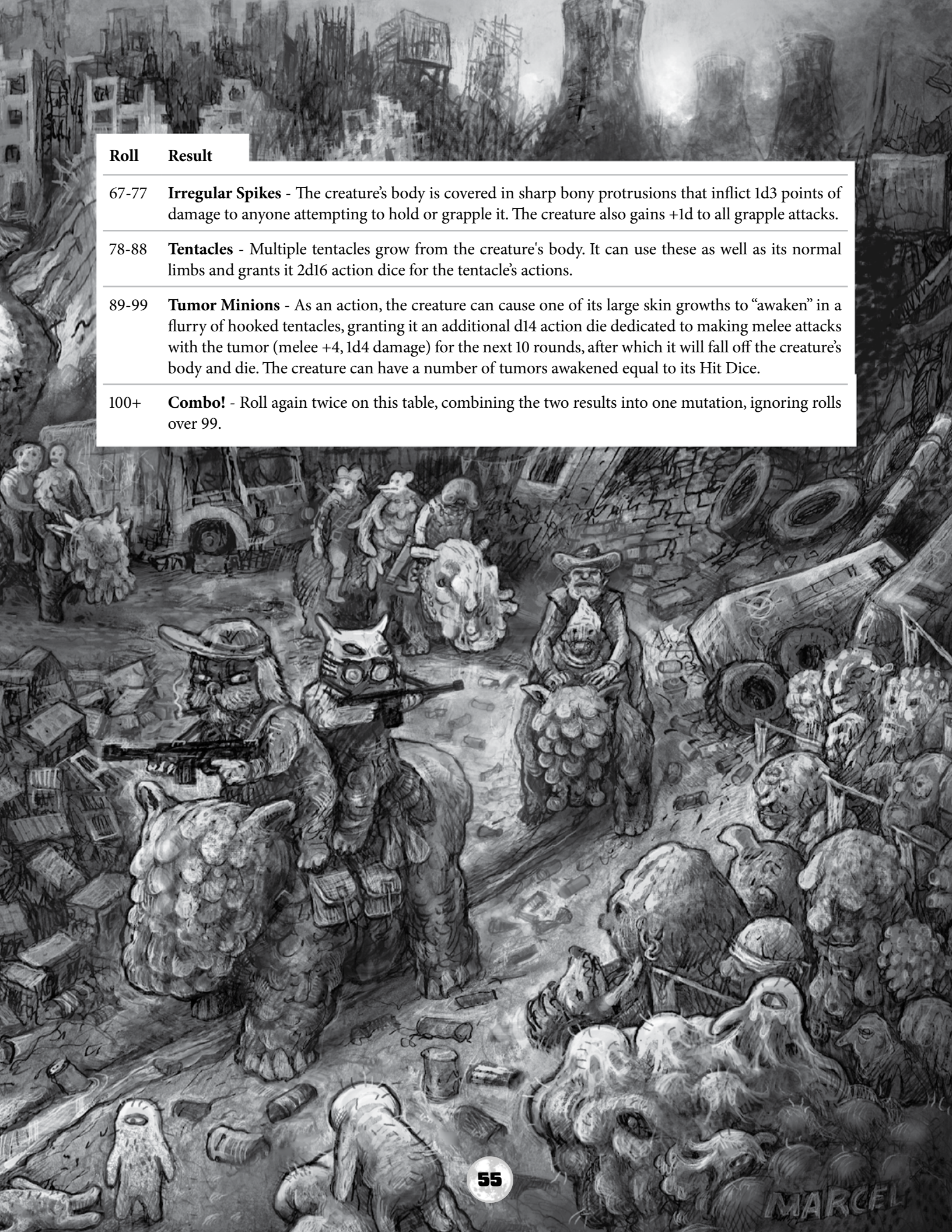




# F IS FOR FLESHY GROWTHS

Warped by extradimensional radiation, the creature's body is now adorned with strange tumorous tissues of a bizarre nature. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-11 | **Biting Cysts** - The creature's body is covered in parasitic tumors with jagged-toothed maws. Anyone within melee range of this creature must make a Reflex Save (DC 13) each round or get bit for 1d3 damage. |
| 12-22 | **Blade Growths** - Many bladelike tumors jut out from the creature's body, granting it a slashing melee attack causing a base damage of 1d6 increased in size by +1 die step for every 2 HD the creature has (i.e. a 7HD creature would inflict 1d10 damage with its blade growths). Also, anyone attempting to make a melee attack against this creature must make a Reflex Save (DC 10) or gets cut by a blade growth for 1d3 damage. |
| 23-33 | **Cancerous Crust** - The majority of the creature's vital parts are hidden behind a thick layer of tumorous material. This increases its Armor Die by 3 steps and the creature is immune to critical hits. |
| 34-44 | **Explosive Growths** - Pulsing tumors adorn the creature's hide and any melee attack against it has a 50% chance of causing one to burst in a shower of caustic pus, inflicting 1d6 corrosive damage to the attacker and anyone within 5' of them. |
| 45-55 | **Leathery Warts** - The creature's hide is covered in a multitude of large warts, increasing its Armor Die by 2 steps. |
| 56-66 | **Magnetic Warts** - The creature's hide is covered in a multitude of small, hard warts charged with negative electromagnetic energy. Any ferrous objects—such as iron or steel weapons—will be forcefully pushed away from the creature's body before they can make contact, negating any attacks. It can also use this ability to slightly hover over large plains of ferrous material, doubling its normal Move. |



| Roll | Result |
|---|---|
| 67-77 | **Irregular Spikes** - The creature's body is covered in sharp bony protrusions that inflict 1d3 points of damage to anyone attempting to hold or grapple it. The creature also gains +1d to all grapple attacks. |
| 78-88 | **Tentacles** - Multiple tentacles grow from the creature's body. It can use these as well as its normal limbs and grants it 2d16 action dice for the tentacle's actions. |
| 89-99 | **Tumor Minions** - As an action, the creature can cause one of its large skin growths to "awaken" in a flurry of hooked tentacles, granting it an additional d14 action die dedicated to making melee attacks with the tumor (melee +4, 1d4 damage) for the next 10 rounds, after which it will fall off the creature's body and die. The creature can have a number of tumors awakened equal to its Hit Dice. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |



## G IS FOR GIGANTIC PROPORTIONS

Some or all of the body parts of the creature have grown abnormally in size. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-8 | **Big Head** - The creature's head is disproportionately large, granting it +1d5 to all Intelligence checks and increasing its bite damage by +2d. |
| 9-16 | **Bulging Musculature** - The muscles of this creature's body are excessively large. It gains +3d to all Strength checks and damage rolls but suffers -1d to Reflex saves, -1d to Agility checks, and decreases its Move by 50%. |
| 17-24 | **Daikaiju** - The creature is roughly 10 times as big as a normal specimen would be, receiving a +12 bonus to attacks, damage, Fortitude save, and AC due to greater size and strength. In addition, it gains an additional 8 Hit Dice, +8 hit points per Hit Die, and its Move is quadrupled. |
| 25-32 | **Disproportionately Huge Limb** - One of the creature's front limbs is much bigger than the other. This increases its melee attack reach by 5' and increases damage inflicted by that limb by +3d. If this limb is required for movement, the creature's Move is reduced by half. |
| 33-40 | **Elongated Neck** - The creature's neck is many times longer than it should be, granting it +10' to its bite attack reach and +1d4 to all perception checks. |
| 41-48 | **Gigantic** - The creature is roughly five times as big as a normal specimen would be, receiving a +8 bonus to attacks, damage, Fortitude save, and AC due to greater size and strength. In addition, it gains an additional 4 Hit Dice, +4 hit points per Hit Die, and its Move is tripled. |
| 49-56 | **Huge Eyes** - The eyes (or other optical receptor organs) of this creature are abnormally big and barely seem to fit properly in its head. It gains +10 to all visual perception checks and can see perfectly well in the dark. It also gains +2d to stare down an opponent. |



| Roll | Result |
|---|---|
| 57-64 | **Larger Torso** - The creature's body is disproportionately large, granting it +1d4 to all Fortitude saves and increases its hit points by +2 per Hit Die. |
| 65-72 | **Long Legs** - The limbs that the creature normally employs for locomotion are much larger than normal, granting it +50% to its normal Move. |
| 73-80 | **Loose Skin** - The skin of this creature appears to be several sizes too big and hangs off of it in drooping folds. This increases its Armor die by +2 steps and renders it immune to critical hits. |
| 81-88 | **Obese** - The creature's body is grossly fat, increasing its Hit Die type by +2d and decreases its Move by 50%. |
| 89-96 | **Supersized** - The creature is roughly twice as big as a normal specimen would be, receiving a +4 bonus to attacks, damage, Fortitude save, and AC due to greater size and strength. In addition, it gains an additional 2 Hit Dice, +2 hit points per Hit Die, and its Move is doubled. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |



## H IS FOR HEIGHTENED ATTRIBUTES

The creature is now stronger, faster, and better. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-8 | **Increased Agility** - The creature is freakishly nimble. It now gains +2d to all Agility checks and Reflex saves. |
| 9-16 | **Increased Speed** - The creature is much faster than it looks. This increases its Move by 100% and its Initiative by +10. |
| 17-24 | **Increased Stamina** - The creature is unbelievably hardy. It gains +5 hit points per Hit Die and +2d to all Fortitude saves. |
| 25-32 | **Increased Strength** - The creature is abnormally strong for its size. It gains +2d to all Strength checks and damage rolls. |
| 33-40 | **Melee Mastery** - This creature's instinctual combat abilities are enhanced. All melee attacks made by this creature add +1d6 to the attack and damage rolls. |
| 41-48 | **Ranged Mastery** - This creature's instinctual combat abilities are enhanced. All ranged attacks made by this creature add +1d6 to the attack and damage rolls. |
| 49-56 | **Resistant** - The creature is totally immune to one type of damage. Roll 1d10 to determine what type: 1- blunt force trauma, 2- slashing cuts, 3- piercing cuts and projectiles, 4- fire and heat, 5- cold and ice, 6- electrical shock, 7- acid, 8- poisons and disease, 9- magic, 10- suffocation and vacuum. |



| Roll | Result |
|---|---|
| 57-64 | **Superior Hearing** - The creature can hear extremely well. It can make out minute audial details at a distance of over a mile and separate out numerous different conversations at one time. It gains a +1d6 to all attempts to track any prey it can hear. |
| 65-72 | **Superior Vision** - The creature can see extremely well in the normal light spectrum. It can make out minute visual details at a distance of over a mile. All ranged attacks this creature makes gain a +1d6 to the attack roll. |
| 73-80 | **Supersized** - The creature is roughly twice as big as a normal specimen would be, receiving a +4 bonus to attacks, damage, Fortitude save, and AC due to greater size and strength. In addition, it gains an additional 2 Hit Dice, +2 hit points per Hit Die, and its Move is doubled. |
| 81-88 | **Very Smart** - The creature is remarkably smart for its breed. It gains +2d to all Intelligence checks and Willpower saves. |
| 89-96 | **Vigorous** - This creature has transformed to be very difficult to kill. It now gains +2 AC and +1d4 to all save rolls. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |



## I IS FOR ILLUMINATION ADAPTATION

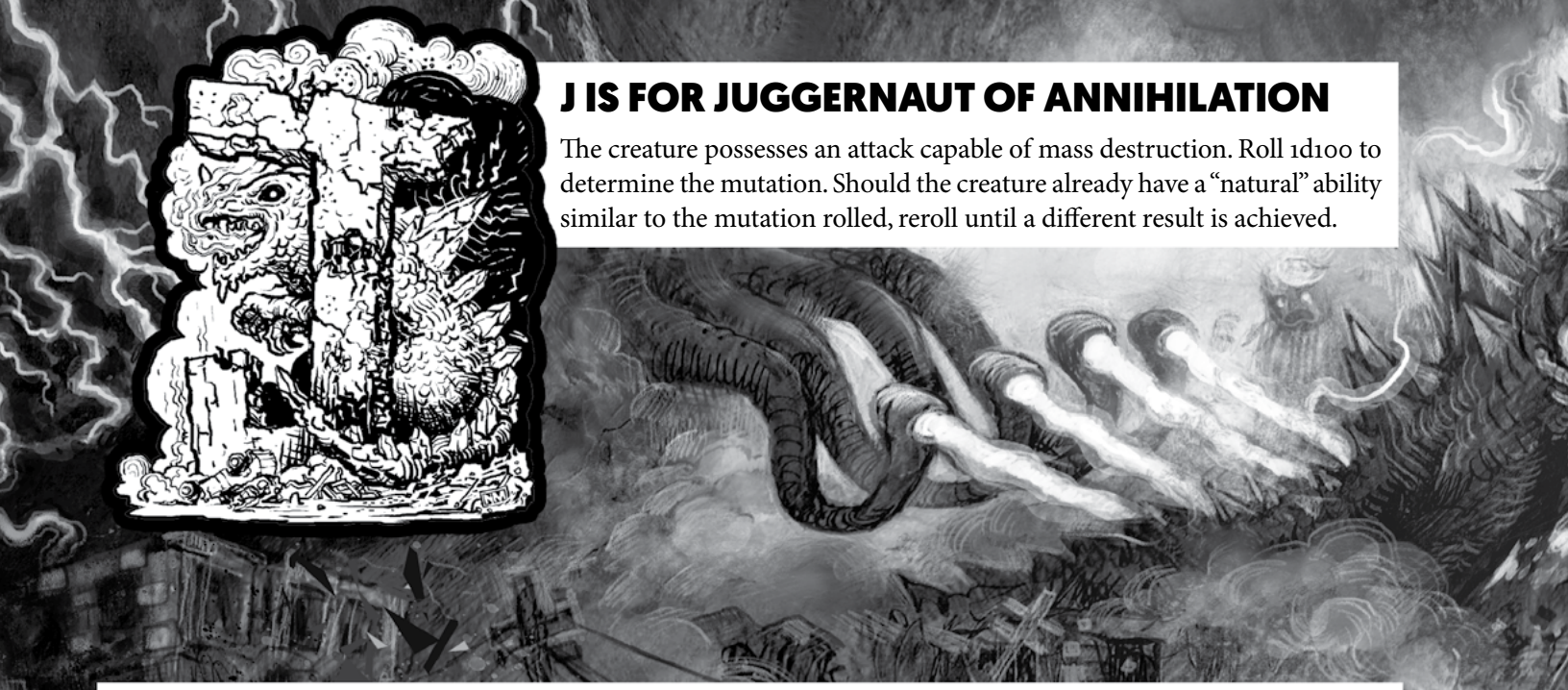
The creature has changed to better suit the visual environment it prefers to live in. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-10 | **Bioluminescence** - The skin of this creature naturally glows, as dim as a 1' halo effect to as bright as a 30' radius high-intensity lamp, as it chooses. |
| 11-20 | **Biosonar** - The creature can actively generate ultrasonic frequency sounds and interpret these echoes to accurately sense their surroundings. This is an omnidirectional sense that radiates out to 100' and is accurate enough for ranged combat. |
| 21-30 | **Blinding Flash** - The creature's body contains a bank of powerful photoluminescent cells that can generate a blinding flash, requiring foes within 20' to make a Reflex save (DC 14) or be blinded (USG, pg 101) for 1d4 rounds. It can generate a flash once every 3 rounds. |
| 31-40 | **Electrolocation** - This creature has electroreceptor organs that allow it to perceive the weak bioelectric fields generated by other living beings and is accurate enough for ranged combat. This is an omnidirectional sense that radiates out to 100'. It is not blocked by conventional line of sight but can be disturbed by strong electrical fields. |
| 41-50 | **Light Absorption** - The hide of this creature naturally absorbs all light within a 100' radius, creating absolute darkness. The creature is not blind and can see everything it absorbs, so it is not hindered. It can use the darkness to gain +2d to sneak against those nearby. |
| 51-60 | **Luminescence Lure** - This creature is an ambush hunter with a glowing lure connected to an elongated appendage. It can use this lure to draw in anyone that does not make an Intelligence check (DC 12). It then gains surprise (DCC RPG, pg 77) against its prey and if the surprise attack is successful, it is automatically a critical hit. |



| Roll | Result |
|---|---|
| 61-70 | **Night Vision** - The creature can see perfectly in the dimmest of light, enough even to pick out colors or read text. This ability extends out as far as its normal vision. |
| 71-80 | **Nightstalker** - This creature is nocturnal and gains +8 to stealth and tracking at night. It also regenerates 1 hit point per hour when not in ambient light. |
| 81-90 | **Tremor Sense** - This creature can detect and pinpoint the origin of vibrations within 80', provided that creature and the source of the vibrations are in contact with the same ground or substance. This makes it nigh impossible to sneak up on when approaching by ground movement. Its total awareness of its surroundings also grants it +2 AC. This cannot be used to detect hovering, flying, or insubstantial creatures. |
| 91-99 | **Visual Distortion** - Due to being slightly out of phase with this dimension's light spectrum, the creature is a bit difficult to see properly. This grants it +1d4 to all stealth checks and a +2 to its AC. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |





## J IS FOR JUGGERNAUT OF ANNIHILATION

The creature possesses an attack capable of mass destruction. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-11 | **Atomic Fire Breath** - The creature has an internal atomic furnace that it can expel atomic fire from. All foes within a 50' long, 10' wide cone suffer damage equal to ½ of the creature's current hit point total, Fortitude save (DC 13) for half damage. It can generate this fire once every 5 rounds. The creature itself is immune to all forms of heat or fire damage. |
| 12-22 | **Caustic Fog** - The creature can expel a vast burning miasma cloud capable of wilting iron. Anyone within 60' of the creature will suffer 2d8 damage per round they are within the area of effect. In addition, all objects in the fog have a 20% chance per round of beginning to soften and melt. Three failed rolls will result in the object dissolving. The fog will persist for 1d3 minutes (10 to 30 rounds). The creature can generate one fog cloud per three hours. The creature itself is immune to all forms of corrosive damage. |
| 23-33 | **Cryo-blast** - The creature can vomit forth a volley of sub-zero temperature matter in the form of a cone, 70' long and 15' wide. Anyone caught in the blast must make a Fortitude save (DC 14) or be dazed for 2d3 rounds plus they suffer 1d3 points of temporary Stamina and Agility damage from frostbite. Passing the save means only 1 point of temporary Stamina damage is taken. It can generate this cold once every 4 rounds. The creature itself is immune to all forms of cold or ice damage. |
| 34-44 | **Earthquake Generation** - By projecting repetitive vibrations into the ground, the creature can trigger a local earthquake, similar to the spell *cause earthquake* (DCC RPG, pg 296). To determine the magnitude of the quake, roll 2d8+16 and consult the spell result table. The creature must use 1 action per round for at least 4 rounds to create an earthquake effect. |
| 45-55 | **Lightning Burst** - The creature can generate an enormous electrical charge and release it as multiple arcs of lethal lighting emanating from its body. It creates 3d4+1 arcs of lightning that each inflict 1d8 + the creature's Fortitude save. Each arc can be aimed at a seperate target within 100' of the creature. Targets may attempt a Reflex save (DC 14) per arc to avoid the damage. It may release a lighting burst once every 4 rounds. The creature itself is immune to all forms of electrical damage. |



| Roll | Result |
|---|---|
| 56-66 | **Radiation Pulse** - The creature can release a powerful wave of broad spectrum radiation. Any living creature within 100' must make a Fortitude save (DC 11) or die instantly. Those that make the save only suffer 2d4 Stamina damage from radiation burns. In addition, all survivors have a 33% chance of suffering mutagenesis, gaining a Lesser Mutation (see pg 24). The creature can generate one pulse per hour. The creature itself is immune to all forms of radiation damage. |
| 67-77 | **Sonic Bellow** - The creature can produce a deep, massive roar capable of cracking stone. All foes within an 80' long, 20' wide cone suffer 1d4 per creature HD in damage (i.e. a 5HD creature's bellow would inflict 5d4 damage), Fortitude save (DC 15) for half damage. It can generate a bellow once every 3 rounds. The creature itself is immune to all forms of sonic damage. |
| 78-88 | **Thermal Aura** - The body of the creature constantly radiates a field of sweltering heat. Anyone approaching within 100' of the creature suffers 1 point of damage per round. At 50', the person suffers 1d3 damage per round and flammable items have a 40% chance of spontaneously igniting. Closer than 25' and the damage ramps up to 1d6 per round, and flammable items have an 85% chance of spontaneously igniting. The creature itself is immune to all forms of heat or fire damage. |
| 89-99 | **Toxic Aura** - The body of this creature is so poisonous that just passing near it can make a person ill. Anyone within 50' of the creature must make a Fortitude save (DC 13) each round or suffer 1 point of temporary Stamina damage. Stepping into melee range increases the Save DC to 18. Anyone that touches the creature with bare skin must make a Fortitude save (DC 20) or die. The creature itself is immune to all forms of poison or toxic damage. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |

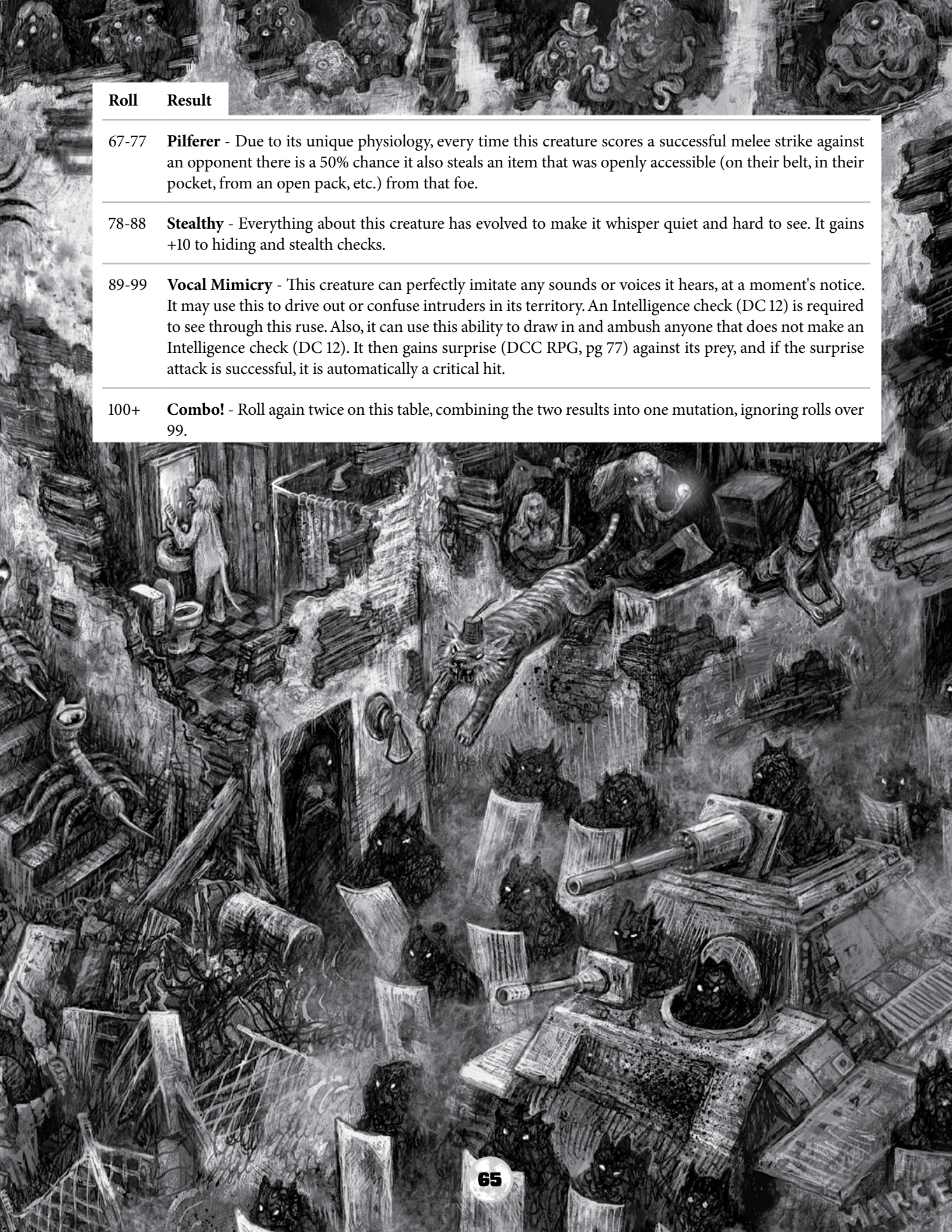


## K IS FOR KNAVISH TRAITS

The creature has gained instinctive canny abilities and stealthy bodily adaptations, making it much more dangerous. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-11 | **Adhesive Secretions** - The skin of this creature excretes a highly sticky substance. This allows the creature to move across walls and ceilings like a spider. Also, any weapon that strikes a blow on the creature becomes stuck fast, requiring a Strength check (DC 15) to free it. |
| 12-22 | **Ambush** - The creature has evolved to lie in wait and gain a surprise attack against foes that do not detect it (Intelligence check DC 15). If the surprise attack is successful, it is automatically a critical hit. |
| 23-33 | **Charming Voice** - If the creature could not originally speak, it can now, and the sound of its voice is soothing and endearing, to the point that those hearing it will do what it says. Anyone within 20' of the creature can be targeted. The target must make a Willpower save (DC 15) or fall under the creature's complete control, as if it were their friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. This effect lasts for 2d6 minutes. |
| 34-44 | **Cunning Trapper** - The creature is a natural trap layer, and the area around its home/ lair will be quite dangerous to traverse. Anyone attempting to move through that area must roll under their Luck every 50' that they travel or be caught up in a trap that inflicts 1d4 damage and requires a Reflex save (DC 12) to avoid suffering 1 point of temporary Agility damage. Moving at ¼ speed and making an Intelligence check (DC 20) is the only safe passage through the area. |
| 45-55 | **Hypnotic Display** - The skin of this creature is an enchanting spectacle of confusing hues. Anyone attempting to approach within 50' of the creature must make a Willpower save (DC 13) or be stunned (USG, pg 101) by visual overstimulation for 1d3 minutes. Those attacked by the creature gain +1d to the save but must make a new save each round they are within 50' of it. Targets that are blind or color blind are immune to the effect. |
| 56-66 | **Invisibility** - The body of this creature projects a field that renders it and anything it is carrying completely invisible. It cannot be seen by any mundane means and even exceptional means (magic or advanced/ alien tech) only has a 60% of detecting it. This effectively increases its AC by +8. |

| Roll | Result |
|---|---|
| 67-77 | **Pilferer** - Due to its unique physiology, every time this creature scores a successful melee strike against an opponent there is a 50% chance it also steals an item that was openly accessible (on their belt, in their pocket, from an open pack, etc.) from that foe. |
| 78-88 | **Stealthy** - Everything about this creature has evolved to make it whisper quiet and hard to see. It gains +10 to hiding and stealth checks. |
| 89-99 | **Vocal Mimicry** - This creature can perfectly imitate any sounds or voices it hears, at a moment's notice. It may use this to drive out or confuse intruders in its territory. An Intelligence check (DC 12) is required to see through this ruse. Also, it can use this ability to draw in and ambush anyone that does not make an Intelligence check (DC 12). It then gains surprise (DCC RPG, pg 77) against its prey, and if the surprise attack is successful, it is automatically a critical hit. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |





## L IS FOR LETHAL OPTIMIZATION

The predatory abilities of the creature have been increased. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-8 | **Ambush** - The creature has evolved to lie in wait and gain a surprise attack against foes that do not detect it, Intelligence check (DC 15). If the surprise attack is successful, it is automatically a critical hit. |
| 9-16 | **Gnashing Teeth** - If the creature does not normally have a bite attack, it gains one, inflicting 1d6 damage. If it already has a bite attack, the damage is increased by +2d. |
| 17-24 | **Increased Strength** - The creature is abnormally strong for its size, gaining +2d to all Strength checks and damage rolls. |
| 25-32 | **Melee Mastery** - All melee attacks made by this creature add +1d6 to the attack and damage rolls. |
| 33-40 | **Natural Camouflage** - The creature's coloration allows it to blend into many different types of terrain. This grants a +2d to hide or sneak up on prey. |
| 41-48 | **Night Vision** - The creature can see perfectly in the dimmest of light, enough even to pick out colors or read text. This ability extends out as far as its normal vision. |
| 49-56 | **Pack Tactics** - The creature has a loose, pack-based hivemind with others of its kind. When fighting together, the pack gains a +d3 on all attacks, damage, and morale rolls if there are at least three pack members present in the combat. This bonus die increases +1 step for every additional three pack members present, to a maximum of a +d7 for 15 pack members. |
| 57-64 | **Pouncing** - This creature is capable of making leaps of up to 150% of its normal Move value with no warning. It can use this to make a melee attack from at least 15' away. If the strike is successful, it is automatically a critical hit. The creature can also use its leaping ability on its action to disengage from melee without risking an attack. |



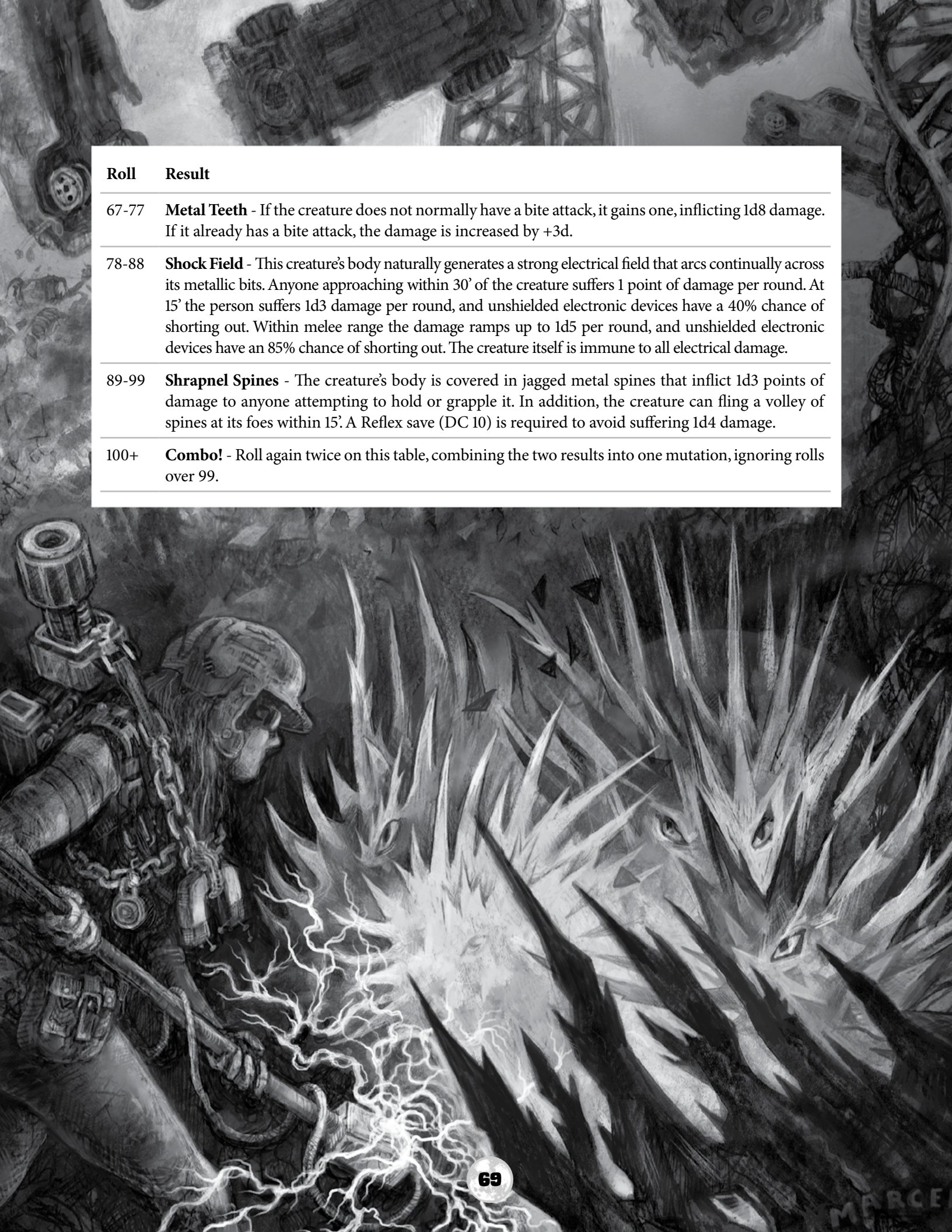
| Roll | Result |
|---|---|
| 65-72 | **Rending Claws** - If the creature does not normally have a claw attack, it gains one, inflicting 1d6 damage. If it already has a claw attack, the damage is increased by +2d. |
| 73-80 | **Stealthy** - Everything about this creature has evolved to make it whisper quiet and hard to see. It gains +10 to hiding and stealth checks. |
| 81-88 | **Supersized** - The creature is roughly twice as big as a normal specimen would be, receiving a +4 bonus to attacks, damage, Fortitude save, and AC due to greater size and strength. In addition, it gains an additional 2 Hit Dice, +2 hit points per Hit Die, and its Move is doubled. |
| 89-96 | **Toxic Venom** - Any successful melee attacks this creature inflicts also requires the victim to make a Fortitude save (DC 10) every 3 rounds or suffer 1 point of temporary Stamina damage. Additional toxic venom strikes cumulatively increase the save DC by +1. Once a victim makes three successful saves in a row, the poison is cleared from their system. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |



## M IS FOR METALLIC ASPECT

The creature's body now incorporates metal enhancements to its features. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-11 | **Armor Plating** - The creature's hide is covered in metallic armored plates, increasing its Armor Die by 2 steps and making it Impervious (USG, pg 99). |
| 12-22 | **Enhanced Skeletal System** - This creature's bones are so durable that they cannot be broken, or even cracked, by mundane means, granting it +2d to all Strength checks and physical damage rolls. Also, all falling damage is reduced by half. |
| 23-33 | **Ferrokinesis** - This creature can sense magnetic waves and manipulate them to move ferrous metal objects without touching them. It can lift and move metal objects up to 100' away with an effective Strength and Agility of 18. In combat, it can use this to hurl metal scrap as a ranged weapon: +3 missile (1d6+3, range 100'). |
| 34-44 | **Magnetic Warts** - The creature's hide is covered in a multitude of small, hard warts charged with negative electromagnetic energy. Any ferrous objects—such as iron or steel weapons—will be forcefully pushed away from the creature's body before they can make contact, negating any attacks. It can also use this ability to slightly hover over large plains of ferrous material, doubling its normal Move. |
| 45-55 | **Metal Claws** - If the creature does not normally have a claw attack, it gains one, inflicting 1d6 damage. If it already has a claw attack, the damage is increased by +3d. |
| 56-66 | **Metal Eater** - This creature can easily consume and digest metal. Its bite attack damage is increased by +2d. In addition, for each successful bite (or other consumptive organ) attack it delivers on a target made of or covered with metal, the creature's Armor Die increases by +1 step. |



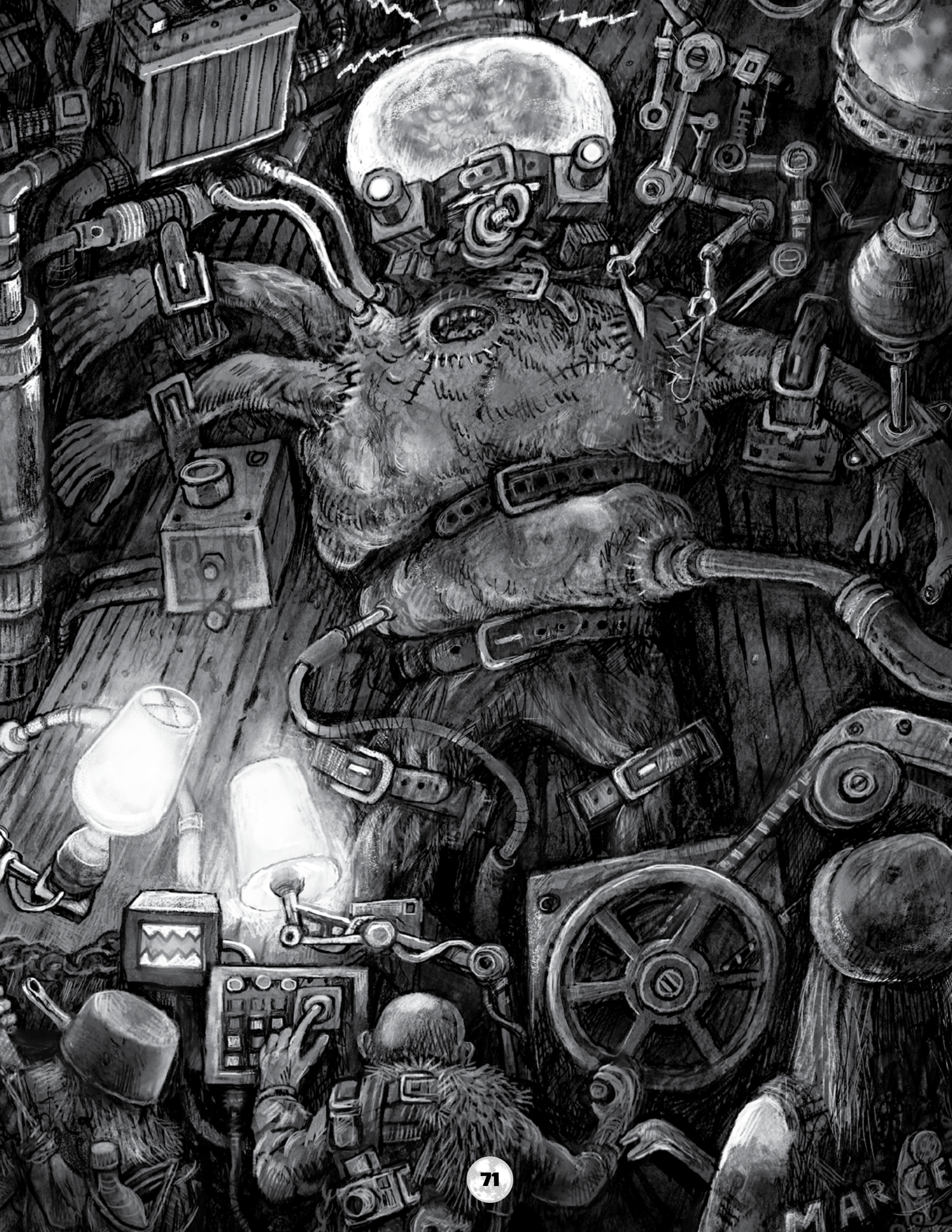
| Roll | Result |
|---|---|
| 67-77 | **Metal Teeth** - If the creature does not normally have a bite attack, it gains one, inflicting 1d8 damage. If it already has a bite attack, the damage is increased by +3d. |
| 78-88 | **Shock Field** - This creature's body naturally generates a strong electrical field that arcs continually across its metallic bits. Anyone approaching within 30' of the creature suffers 1 point of damage per round. At 15' the person suffers 1d3 damage per round, and unshielded electronic devices have a 40% chance of shorting out. Within melee range the damage ramps up to 1d5 per round, and unshielded electronic devices have an 85% chance of shorting out. The creature itself is immune to all electrical damage. |
| 89-99 | **Shrapnel Spines** - The creature's body is covered in jagged metal spines that inflict 1d3 points of damage to anyone attempting to hold or grapple it. In addition, the creature can fling a volley of spines at its foes within 15'. A Reflex save (DC 10) is required to avoid suffering 1d4 damage. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |



# N IS FOR NEW BODY PARTS

The creature body has grown new components unusual to its "normal" physiology. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-10 | **Abnormal Eyes** - Instead of the type of eyes one would expect to see on this creature, roll 1d10 to determine the nature of its eyes: 1- catlike, 2- doglike, 3- cowlike, 4- horselike, 5- piglike, 6- birdlike, 7- insectile, 8- lizardlike, 9- fishlike, 10- no eyes. |
| 11-20 | **Abnormal Limbs** - Instead of the type of limbs one would expect to see on this creature, roll 1d10 to determine the nature of its limbs: 1- catlike, 2- doglike, 3- cowlike, 4- horselike, 5- piglike, 6- birdlike, 7- insectile, 8- lizardlike, 9 - tentaclelike, 10 - amorphous. |
| 21-30 | **Abnormal Mouth** - Instead of the type of mouth one would expect to see on this creature, roll 1d10 to determine the nature of its mouth: 1- catlike, 2- doglike, 3- cowlike, 4- horselike, 5- piglike, 6- birdlike, 7- insectile, 8- lizardlike, 9- tentaclelike, 10- amorphous. |
| 31-40 | **Blubber Layer** - The creature has a thick layer of protective blubber under its skin. This increases its Armor Die by 2 steps. This layer also helps with buoyancy, granting a +1 die step to all swimming checks. |
| 41-50 | **Elongated Neck** - The creature's neck is many times longer than it should be, granting it +10' to its bite attack reach and +1d4 to all perception checks. |
| 51-60 | **Extra Limbs** - This creature has grown 1d3 extra pairs of limbs. Each grants an additional 1d14 action die. Roll 1d10 to determine the nature of the new limbs: 1- catlike, 2- doglike, 3- cowlike, 4- horselike, 5- piglike, 6- birdlike, 7- insectile, 8- lizardlike, 9- tentaclelike, 10- amorphous. |
| 61-70 | **Flippers & Fins** - The creature now has a swim speed equal to 75% of its normal land Move. If it was primarily a flying beast, the swim speed is 75% of its fly Move. |
| 71-80 | **Large Tail** - The creature now has a long, muscular tail it can use to bludgeon and trip foes. It gains +1d to all grappling/ trip attacks. In melee, the tail does 1d6 damage and has a to hit equal to the creature's number of Hit Dice. |
| 81-90 | **Pair of Wings** - The creature now has wings that allow it to fly at a Move speed twice its normal Move. roll 1d5 to determine the nature of its wings: 1- birdlike, 2- insectile, 3- batlike, 4- dragonlike, 5- leaflike. |
| 91-99 | **Tentacles** - Multiple tentacles grow from the creature's body. It can use these as well as its normal limbs and grants it 2d16 action dice for the tentacle's actions. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |

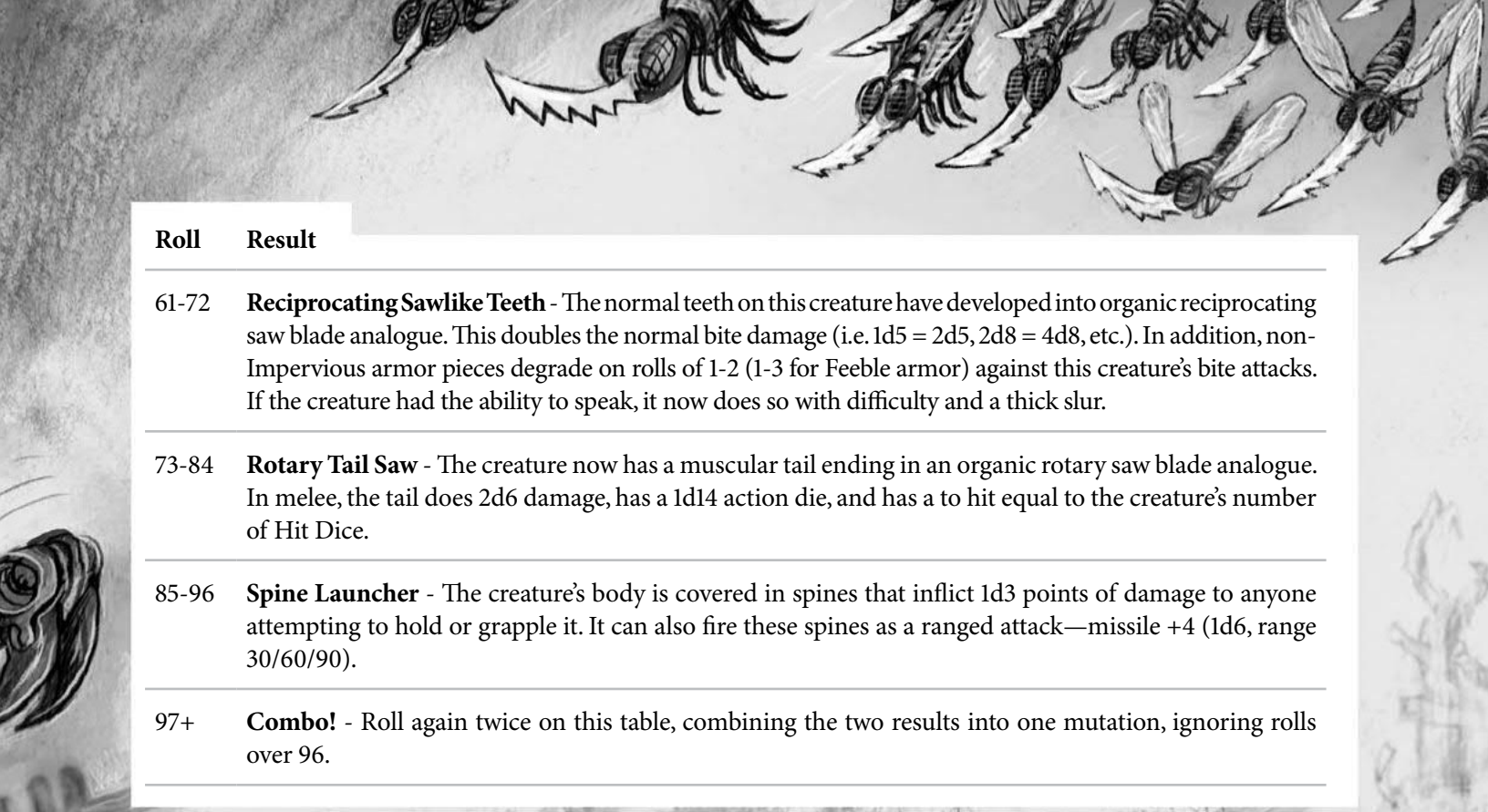




# O IS FOR ORGANIC WEAPON ANALOGUES

The creature's body now shows traits normally associated with manufactured weaponry. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-12 | **Blade Growths** - Many bladelike tumors jut out from the creature's body, granting it a slashing melee attack causing a base damage of 1d6 increased by +1 die step for every 2 HD the creature has (i.e. a 7HD creature would inflict 1d10 damage with its blade growths). Also, anyone attempting to make a melee attack against this creature must make a Reflex Save (DC 10) or gets cut by a blade growth for 1d3 damage. |
| 13-24 | **Chainsawlike Claws** - The normal forepaws/ claws on this creature have developed into organic chainsaw analogues. This doubles the normal claw damage (i.e. 1d4 = 2d4, 2d6 = 4d6, etc). In addition, non-Impervious armor pieces degrade on rolls of 1-2 (1-3 for Feeble armor) against this creature's claw attacks. All attempts at fine manipulation are at -2d, and if these limbs are required for movement, the creature's Move is reduced by half. |
| 25-36 | **Drill-like Horns** - This creature has one or more horns protruding from its skull that grow in a twisting, serrated pattern. It may spin these at high speed allowing it to make drill-like attacks against its foes, inflicting 3d4 damage and scoring a critical hit on 18+. |
| 37-48 | **Explosive Growths** - Pulsing tumors adorn the creature's hide and any melee attack against it has a 50% chance of causing one to burst in a shower of caustic pus, inflicting 1d6 corrosive damage to the attacker and anyone within 5' of them. |
| 49-60 | **Natural Flamethrower** - The creature internally generates flammable materials that it can expel and ignite from one or more orifices. All foes within a 30' long, 5' wide cone suffer 3d5 damage, Fortitude save (DC 13) for half damage. It can generate this fire blast once every 3 rounds.<br><br>If this creature suffers a critical hit from an attack involving fire, heat, or other damage type that might cause ignition, it will automatically explode like a grenade—damage die 1d8, blast radius 10' (USG, pg 102). |



| Roll | Result |
|---|---|
| 61-72 | **Reciprocating Sawlike Teeth** - The normal teeth on this creature have developed into organic reciprocating saw blade analogue. This doubles the normal bite damage (i.e. 1d5 = 2d5, 2d8 = 4d8, etc.). In addition, non-Impervious armor pieces degrade on rolls of 1-2 (1-3 for Feeble armor) against this creature's bite attacks. If the creature had the ability to speak, it now does so with difficulty and a thick slur. |
| 73-84 | **Rotary Tail Saw** - The creature now has a muscular tail ending in an organic rotary saw blade analogue. In melee, the tail does 2d6 damage, has a 1d14 action die, and has a to hit equal to the creature's number of Hit Dice. |
| 85-96 | **Spine Launcher** - The creature's body is covered in spines that inflict 1d3 points of damage to anyone attempting to hold or grapple it. It can also fire these spines as a ranged attack—missile +4 (1d6, range 30/60/90). |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |





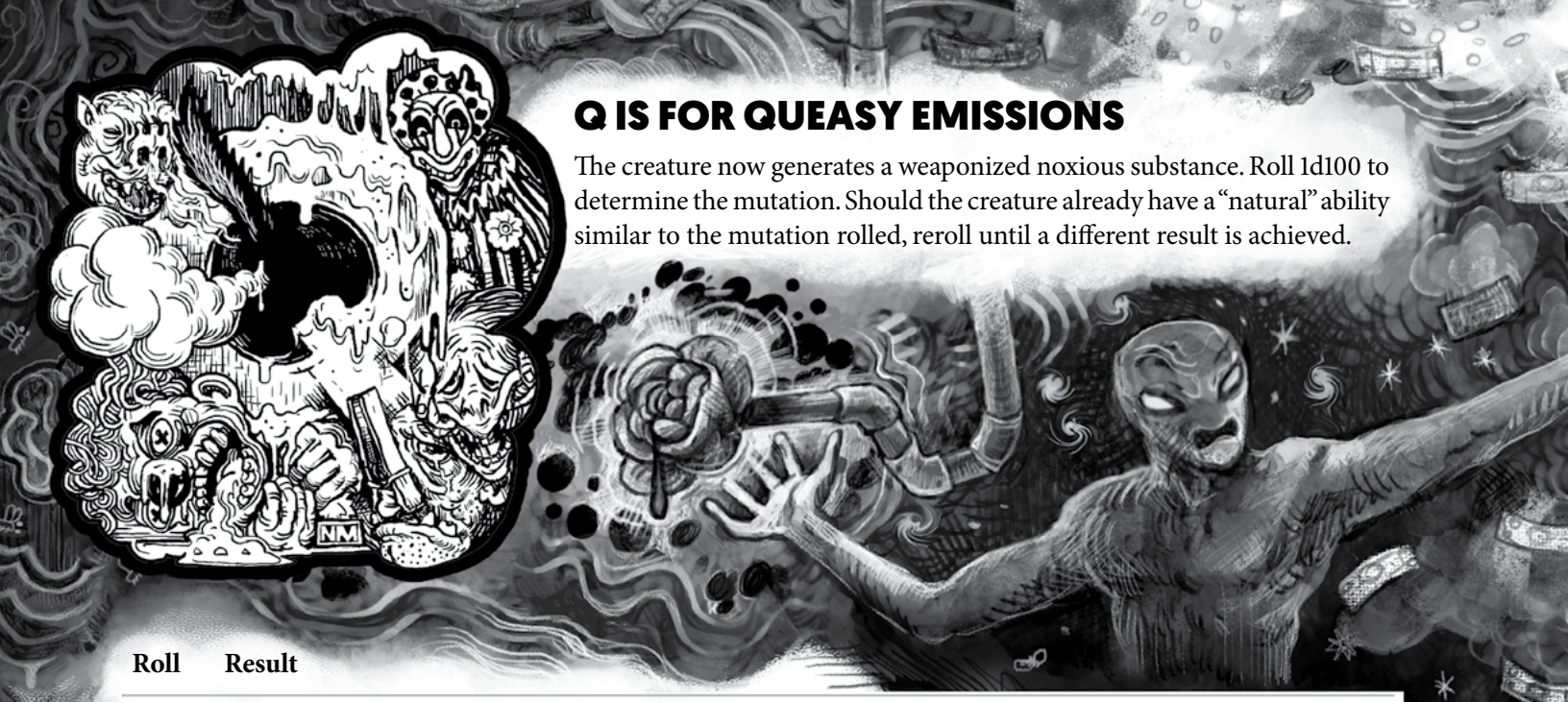
## P IS FOR PSYCHIC POWERS

The creature has been empowered with psionic abilities. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-9 | **Clairvoyance** - This creature can extend their senses outside of their body and perceive events from a distant point. The point can be up to one mile away. They can see just as if they were standing at the target point. They must know what they are looking for to see any particular place. |
| 10-18 | **Danger Sense** - This creature can never be ambushed or taken by surprise. It is always aware of any threat against it and has an idea of how powerful that threat is. It also automatically detects any traps nearby. |
| 19-27 | **Domination** - By the power of its mind, this creature can psychically force others to do its bidding. Anyone within 40' of the creature can be targeted. The target must make a Willpower save (DC 15) or fall under the creature's complete control, as if it were their friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. This effect lasts for 2d6 minutes. |
| 28-36 | **Forcefield** - This creature's mind generates a protective aura that absorbs the inertia from incoming attacks. All damage caused by physical means is reduced by 1d5 before rolling the Armor Die. |
| 37-45 | **Mind Blast** - This creature can launch a spike of raw psychic energy at a foe. This inflicts 3d6 damage, Willpower save (DC 12) for half damage. The attack is invisible and undetectable by mundane means. It can generate this blast once every 3 rounds. |
| 46-54 | **Psychic Null** - This creature radiates a strange field that disrupts the flow of psychic energies. This renders it immune to all psionic powers or other mind-altering effects from magic or technology. In addition, any psions attempting to initiate a psionic power within 80' of the creature suffer a -5 penalty to the power roll. |



| Roll | Result |
|---|---|
| 55-63 | **Psychometabolic Healing** - As an action, this creature can heal one Hit Die worth of damage to itself or another living being. Alternatively, this ability can neutralize the effects of a poison or cure a disease as well. |
| 64-72 | **Telekinesis** - By the power of its mind, the creature can lift and manipulate objects up to 100' away with an effective Strength and Agility of 18. In combat, they can use this to grapple or strike a foe: psi-strike +3 missile (1d6+3, range 100'). |
| 73-81 | **Telepathy** - The creature can communicate telepathically with a living mind, up to a distance of 50'. They can attempt to read the target's mind, who must make a Willpower save (DC 13) to avoid this. The creature also gains a +5 to all attempts to discern if someone is lying to them. |
| 82-90 | **Thermokinesis** - This creature can set fires with its mind. Any combustables within 40' can be targeted, igniting with a bit of concentration (1 action). Also, the creature can encourage an existing fire to grow at an alarming rate, limited by the amount of flammable materials available. |
| 91-99 | **Very Smart** - The creature is remarkably smart for its breed, gaining +2d to all Intelligence checks and Willpower saves. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |



## Q IS FOR QUEASY EMISSIONS

The creature now generates a weaponized noxious substance. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-14 | **Caustic Fog** - The creature can expel a vast burning miasma cloud capable of wilting iron. Anyone within 60' of the creature will suffer 2d8 damage per round they are within the area of effect. In addition, all objects in the fog have a 20% chance per round of beginning to soften and melt. Three failed rolls will result in the object dissolving. The fog will persist for 1d3 minutes (10 to 30 rounds). The creature can generate one fog cloud per three hours. |
| 15-28 | **Explosive Growths** - Pulsing tumors adorn the creature's hide, and any melee attack against it has a 50% chance of causing one to burst in a shower of caustic pus, inflicting 1d6 corrosive damage to the attacker and anyone within 5' of them. |
| 29-42 | **Fecal Spray** - The lower gastrointestinal tract of this creature is highly pressurized and extremely caustic, allowing it to weaponize the voiding of its bowels. All foes within a 20' long, 20' wide cone suffer damage equal to ½ of the creature's current hit point total, Reflex save (DC 13) for half damage. In addition, those who survive this attack must make a Fortitude save (DC 14) or show signs of a powerful infection 3d8 hours later. It can generate this spray once every 5 rounds. |
| 43-56 | **Offensive Odor** - The creature exudes a foul miasma that causes all within 100' to want to retch. Attempting to get any closer will require a Willpower save (DC 14) or induce convulsive gaging, inflicting a -2d penalty to all actions while within 100' of the creature. A new save must be made each round for those who choose to remain close to the creature. Failing three saves in a row will cause the person to effectively be turned (turn unholy, DCC RPG, pg 96-97). |



| Roll | Result |
|---|---|
| 57-70 | **Poisonous Skin** - The creature's skin exudes a powerful toxin that affects anything touching it, Fortitude save (DC 12). Roll 1d3 to determine the effects of the toxin:<br>1. ***Daze*** - The target is overcome by a lethargic effect causing them to take no action for 1d5 rounds. They will also have no memory of anything that happened while affected.<br>2. ***Sickness*** - The target suffers 1 point of temporary Stamina damage and -1d to all actions for 2d20 hours, during which time the target cannot naturally heal.<br>3. ***Death*** - The target suffers 1d3 Stamina damage and must make additional saves each minute or suffer additional Stamina loss. Three successful saves will stop any further effects. |
| 71-84 | **Regurgitative Blast** - This creature can vigorously disgorge its stomach contents at its foes. This torrent of highly acidic bile and bone shrapnel hits all targets within 10' of its mouth and inflicts damage equal to 1/3 of the creature's current hit point total, Reflex save (DC 13) for half damage. It can release up to three of these blasts before its belly is completely empty and it must gorge itself to refuel. |
| 85-98 | **Toxic Slimetrail** - As this creature moves, it constantly deposits a copious amount of viscous ooze in its wake. Anyone coming in contact with this slimetrail must make a Fortitude save (DC 15) each round or suffer 1 point of temporary Stamina damage. The required saves continue even after contact with the slime is broken until either three saves are passed or the victim dies. The slimetrail will remain potent for 2d3 days. The creature itself is immune to all forms of poison or toxic damage. |
| 99+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 98. |

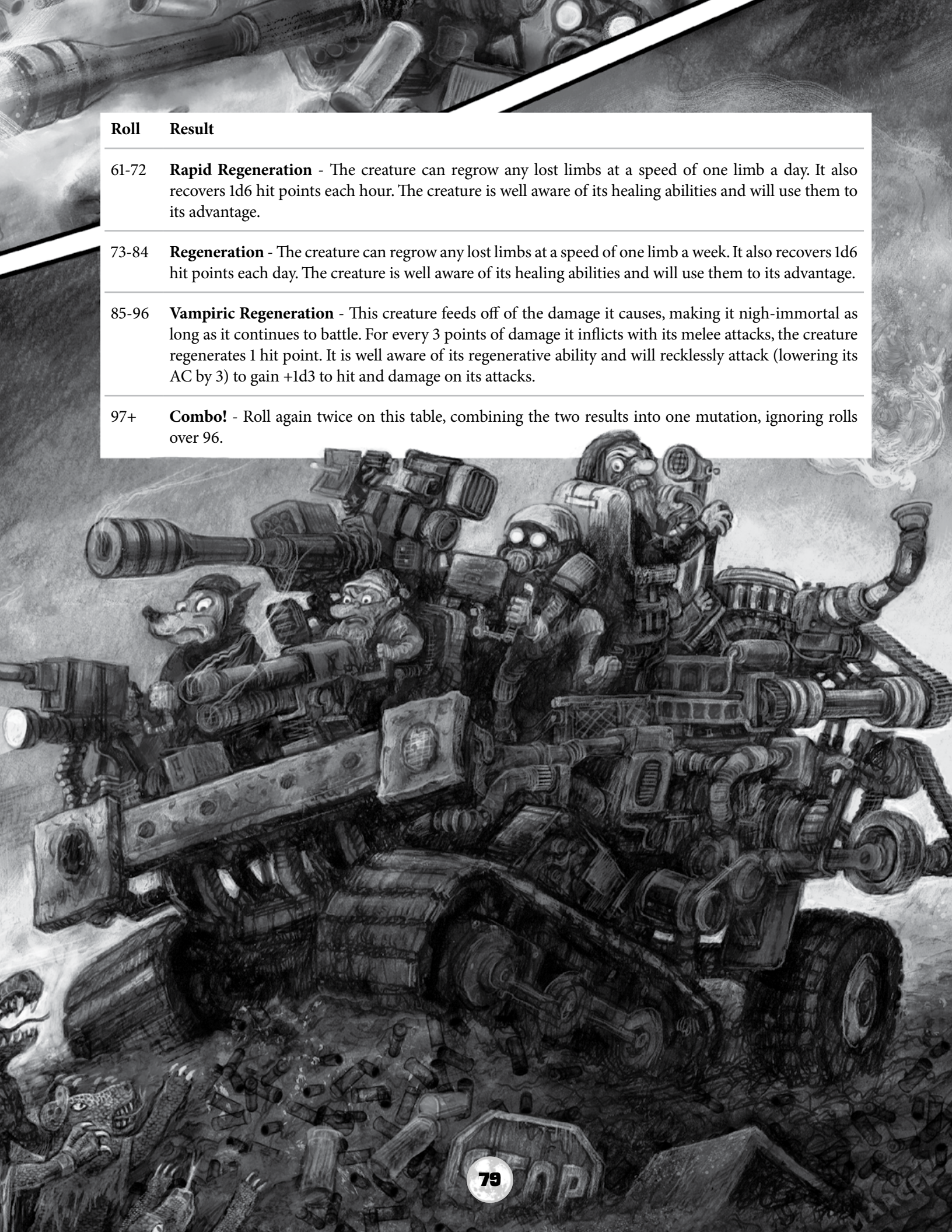


## R IS FOR REGENERATIVE PROPERTIES

The creature's healing capabilities are far beyond the norm. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-12 | **Consumptive Regeneration** - The creature can swiftly recover from its wounds by consuming the dead tissue of other organic beings. It can consume 1 Hit Dice of flesh per minute, which will restore 1 hit point. There is no limit to how many Hit Dice it can consume and convert into healing. |
| 13-24 | **Defensive Regeneration** - This creature has changed to respond to injury with hyper-reactive healing. Each time it is damaged, it immediately recovers 1d4 hit points. It cannot heal beyond its normal maximum hit point total. |
| 25-36 | **Fatality Regeneration** - This creature is invigorated by the energies released upon the nearby demise of living beings. Each death within 50' of the creature instantly grants healing equal to ½ the Hit Dice of the being that died. |
| 37-48 | **Pyrich Regeneration** - Once this creature is reduced to 0 hit points, its body will begin to rapidly regenerating itself. Within a number of minutes equal to its Hit Dice, it will wake up with all of its hit points restored. |
| 49-60 | **Spell Eater** - Anytime a spell is cast at or within 20' of this creature, it can choose to consume the spell energies and regenerate ⅓ of the rolled spell effect result in hit points. If the creature is already at maximum hit points, it gains a bonus to hit and damage next round equal to $^1/_{10}$ of the rolled spell effect result. Consuming a spell does not take an action and there is no limit to the number of spells this creature can consume in a round. |

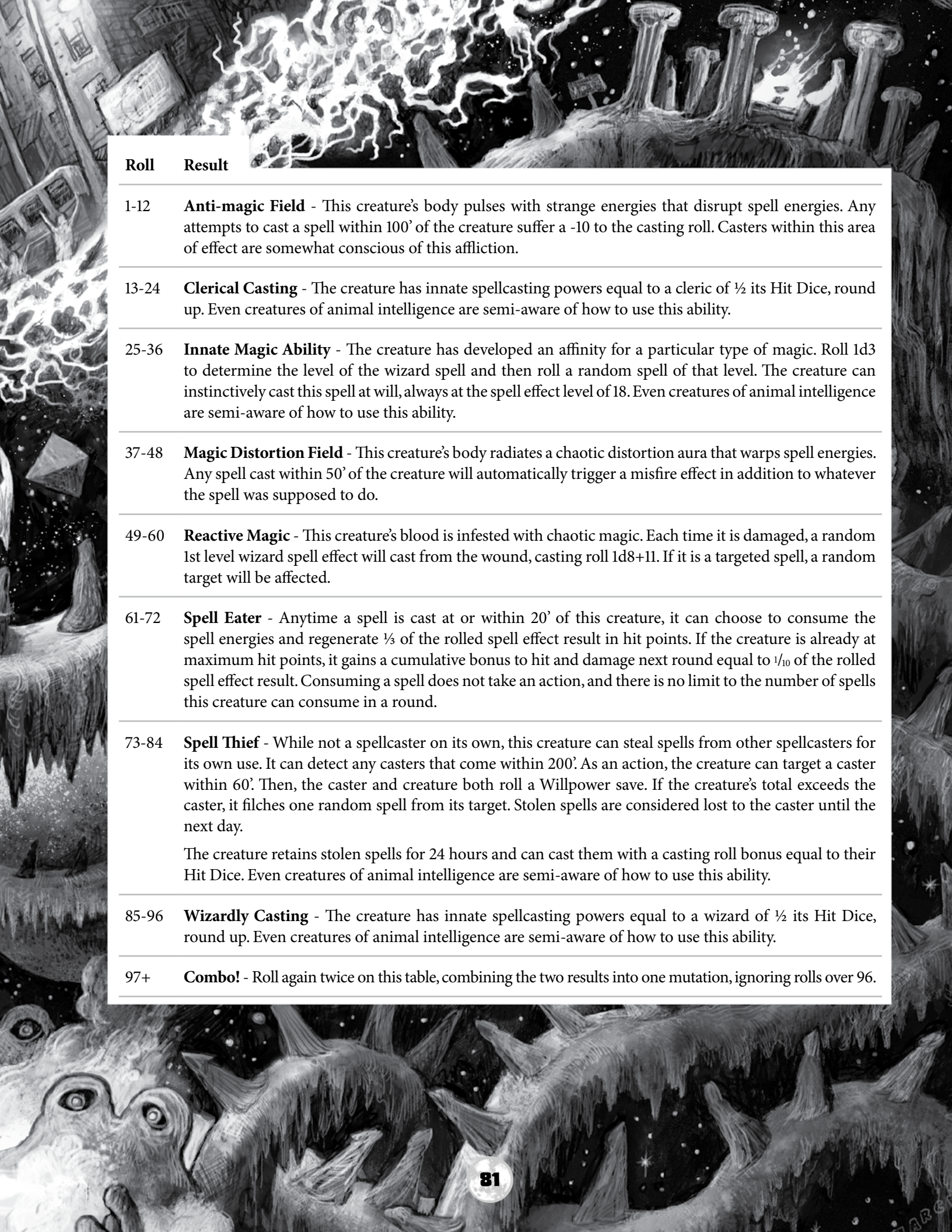
| Roll | Result |
|---|---|
| 61-72 | **Rapid Regeneration** - The creature can regrow any lost limbs at a speed of one limb a day. It also recovers 1d6 hit points each hour. The creature is well aware of its healing abilities and will use them to its advantage. |
| 73-84 | **Regeneration** - The creature can regrow any lost limbs at a speed of one limb a week. It also recovers 1d6 hit points each day. The creature is well aware of its healing abilities and will use them to its advantage. |
| 85-96 | **Vampiric Regeneration** - This creature feeds off of the damage it causes, making it nigh-immortal as long as it continues to battle. For every 3 points of damage it inflicts with its melee attacks, the creature regenerates 1 hit point. It is well aware of its regenerative ability and will recklessly attack (lowering its AC by 3) to gain +1d3 to hit and damage on its attacks. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |





## S IS FOR SORCEROUS ABILITIES

The creature has been endowed with magical powers. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.



| Roll | Result |
|---|---|
| 1-12 | **Anti-magic Field** - This creature's body pulses with strange energies that disrupt spell energies. Any attempts to cast a spell within 100' of the creature suffer a -10 to the casting roll. Casters within this area of effect are somewhat conscious of this affliction. |
| 13-24 | **Clerical Casting** - The creature has innate spellcasting powers equal to a cleric of ½ its Hit Dice, round up. Even creatures of animal intelligence are semi-aware of how to use this ability. |
| 25-36 | **Innate Magic Ability** - The creature has developed an affinity for a particular type of magic. Roll 1d3 to determine the level of the wizard spell and then roll a random spell of that level. The creature can instinctively cast this spell at will, always at the spell effect level of 18. Even creatures of animal intelligence are semi-aware of how to use this ability. |
| 37-48 | **Magic Distortion Field** - This creature's body radiates a chaotic distortion aura that warps spell energies. Any spell cast within 50' of the creature will automatically trigger a misfire effect in addition to whatever the spell was supposed to do. |
| 49-60 | **Reactive Magic** - This creature's blood is infested with chaotic magic. Each time it is damaged, a random 1st level wizard spell effect will cast from the wound, casting roll 1d8+11. If it is a targeted spell, a random target will be affected. |
| 61-72 | **Spell Eater** - Anytime a spell is cast at or within 20' of this creature, it can choose to consume the spell energies and regenerate ⅓ of the rolled spell effect result in hit points. If the creature is already at maximum hit points, it gains a cumulative bonus to hit and damage next round equal to $^1/_{10}$ of the rolled spell effect result. Consuming a spell does not take an action, and there is no limit to the number of spells this creature can consume in a round. |
| 73-84 | **Spell Thief** - While not a spellcaster on its own, this creature can steal spells from other spellcasters for its own use. It can detect any casters that come within 200'. As an action, the creature can target a caster within 60'. Then, the caster and creature both roll a Willpower save. If the creature's total exceeds the caster, it filches one random spell from its target. Stolen spells are considered lost to the caster until the next day.<br><br>The creature retains stolen spells for 24 hours and can cast them with a casting roll bonus equal to their Hit Dice. Even creatures of animal intelligence are semi-aware of how to use this ability. |
| 85-96 | **Wizardly Casting** - The creature has innate spellcasting powers equal to a wizard of ½ its Hit Dice, round up. Even creatures of animal intelligence are semi-aware of how to use this ability. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |



## T IS FOR TECHNORGANIC ENHANCEMENTS

The creature's flesh has been warped to include organic cybernetic components. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-8 | **Armor Plating** - The creature's hide is covered in metallic armored plates, increasing its Armor Die by 2 steps and making its Armor Die Impervious (USG, pg 99). |
| 9-16 | **Augmented Nervous System** - The creature has a superconductive nervous system that allows it to react much faster than normal. It gains +1d4 to Initiative rolls and Reflex saves. |
| 17-24 | **Auto Blaster** - The creature's body hosts a self-aiming blaster weapon, giving it an additional 1d20 action die that must be used to fire the blaster. Atk blaster +4 ranged (2d4 damage, range 80'). |
| 25-32 | **Chainsaw Claws** - The normal forepaws/ claws on this creature have been replaced with chainsaws. This doubles the normal claw damage (i.e. 1d4 = 2d4, 2d6 = 4d6, etc.). In addition, non-Impervious armor pieces degrade on rolls of 1-2 (1-3 for Feeble armor) against this creature's claw attacks. All attempts at fine manipulation are at -2d, and if these limbs are required for movement, the creature's Move is reduced by half. |
| 33-40 | **Increased Agility** - The creature is freakishly nimble, gaining +2d to all Agility checks and Reflex saves. |
| 41-48 | **Increased Speed** - The creature is much faster than it looks, increasing its Move by 100% and its Initiative by +10. |
| 49-56 | **Increased Stamina** - The creature is unbelievably hardy, gaining +5 hit points per Hit Die and +2d to all Fortitude saves. |



| Roll | Result |
|---|---|
| 57-64 | **Increased Strength** - The creature is abnormally strong for its size, gaining +2d to all Strength checks and damage rolls. |
| 65-72 | **Neural Interface** - The creature can instinctively communicate with computers or smart devices, accessing any unsecured data with ease. Hacking security requires a Willpower save (DC 15) for most operating systems. Even creatures of animal intelligence are semi-aware of how to use this ability. |
| 73-80 | **Power Claw** - One of the creatures arms has been replaced by a devastating melee weapon, dealing 1d10 damage on a successful hit. If the creature's normal melee attack is already more powerful than this, the power claw inflicts that damage at +2 die steps. |
| 81-88 | **Targeting System** - This creature hosts an A.I. system that aids its attacks. Add +1d3 to hit and damage on all ranged attacks made by the creature. Also, all ranged attacks score a critical hit on a 19-20. |
| 89-96 | **Telescopic Attack** - One of the creature's melee attack methods can now elongate out to a reach of 10'. This also grants a +1d to grappling checks. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |

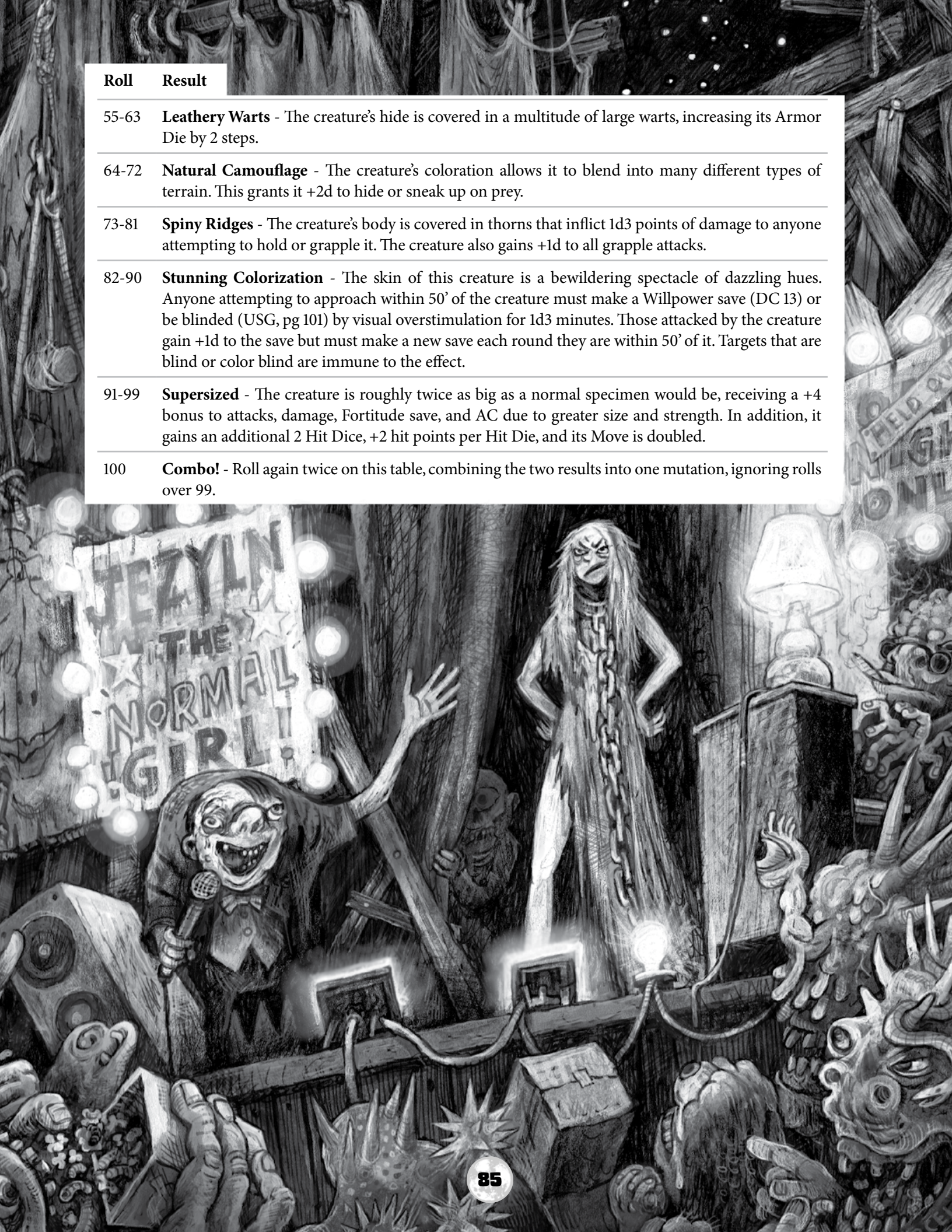


## U IS FOR UNUSUAL APPEARANCE

The creatures body coloration or styling has changed greatly. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-9 | **Bioluminescence** - The skin of this creature naturally glows, as dim as a 1' halo effect to as bright as a 30' radius high intensity lamp, as it chooses. |
| 10-18 | **Blubber Layer** - The creature has a thick layer of protective blubber under its skin. This increases its Armor Die by 2 steps. This layer also helps with buoyancy, granting a +1 die step to all swimming checks. |
| 19-27 | **Dwarfism** - The creature is roughly half as big as a normal specimen would be, receiving a +4 bonus to Agility checks, Reflex saves, and AC due to greater nimbleness and reduced profile. |
| 28-36 | **Exceptionally Hairy** - The body of this creature is covered in long, dense hair that highly obscures its actual shape. This increases its AC by 2 and renders it immune to critical hits. It also gains +2d to intimidation rolls as it appears much larger than it actually is. |
| 37-45 | **Heavy Scales** - The creature's hide is covered in thick, overlapping scales, increasing its Armor Die by 2 steps. While not as durable as bone plating or an outer shell, it does allow the creature to curl up into a ball, leaving nothing but scales exposed. When curled up, its Armor Die result is doubled. |
| 46-54 | **Hypnotic Display** - The skin of this creature is an enchanting spectacle of confusing hues. Anyone attempting to approach within 50' of the creature must make a Willpower save (DC 13) or be stunned (USG, pg 101) by visual overstimulation for 1d3 minutes. Those attacked by the creature gain +1d to the save but must make a new save each round they are within 50' of it. Targets that are blind or color blind are immune to the effect. |

| Roll | Result |
|---|---|
| 55-63 | **Leathery Warts** - The creature's hide is covered in a multitude of large warts, increasing its Armor Die by 2 steps. |
| 64-72 | **Natural Camouflage** - The creature's coloration allows it to blend into many different types of terrain. This grants it +2d to hide or sneak up on prey. |
| 73-81 | **Spiny Ridges** - The creature's body is covered in thorns that inflict 1d3 points of damage to anyone attempting to hold or grapple it. The creature also gains +1d to all grapple attacks. |
| 82-90 | **Stunning Colorization** - The skin of this creature is a bewildering spectacle of dazzling hues. Anyone attempting to approach within 50' of the creature must make a Willpower save (DC 13) or be blinded (USG, pg 101) by visual overstimulation for 1d3 minutes. Those attacked by the creature gain +1d to the save but must make a new save each round they are within 50' of it. Targets that are blind or color blind are immune to the effect. |
| 91-99 | **Supersized** - The creature is roughly twice as big as a normal specimen would be, receiving a +4 bonus to attacks, damage, Fortitude save, and AC due to greater size and strength. In addition, it gains an additional 2 Hit Dice, +2 hit points per Hit Die, and its Move is doubled. |
| 100 | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |





## V IS FOR VENOM GENERATION

The creature's attacks are now enhanced with toxic effects. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-11 | **Caustic Venom** - One of this creature's melee attack types also poisons the target. The foe must make a Fortitude save (DC 13) or suffer 1 point of temporary Stamina damage in addition to any other damage from the strike. |
| 12-22 | **Hallucinogenic Venom** - One of this creature's melee attack types also poisons the target. The foe must make a Willpower save (DC 13) or be overwhelmed by psychedelic visions that causes them to act randomly for 1d4 rounds. Victims are effectively entangled (USG, pg 101) and cannot directly interact with the real world but might inadvertently affect it. |
| 23-33 | **Paralyzing Venom** - One of this creature's melee attack types also poisons the target. The foe must make a Fortitude save (DC 13) or be unable to move for 1d4 rounds. The victim is aware during this time and might be able to murmur a few words. |
| 34-44 | **Poisonous Skin** - The creature's skin exudes a powerful toxin that affects anything touching it, Fortitude save (DC 12). Roll 1d3 to determine the effects of the toxin:<br>1. ***Daze*** - The target is overcome by a lethargic effect causing them to take no action for 1d5 rounds. They will also have no memory of anything that happened while affected.<br>2. ***Sickness*** - The target suffers 1 point of temporary Stamina damage and -1d to all actions for 2d20 hours, during which time the target cannot naturally heal.<br>3. ***Death*** - The target suffers 1d3 Stamina damage and must make additional saves each minute or suffer additional Stamina loss. Three successful saves will stop any further effects. |
| 45-55 | **Poisonous Spit** - The creature can launch a glob of venom at its foes. The attack has a to hit bonus equal to its Hit Dice, a range of 10/20/30, and a hit requires the target to make a Fortitude save (DC 14). Roll 1d3 to determine the effects of the toxin:<br>1. ***Daze*** - The target is overcome by a lethargic effect causing them to take no action for 1d5 rounds. They will also have no memory of anything that happened while affected.<br>2. ***Sickness*** - The target suffers 1 point of temporary Stamina damage and -1d to all actions for 2d20 hours, during which time the target cannot naturally heal.<br>3. ***Death*** - The target suffers 1d3 Stamina damage and must make additional saves each minute or suffer additional Stamina loss. Three successful saves will stop any further effects. |

| Roll | Result |
|---|---|
| 56-66 | **Poisonous Spray** - The creature can shower nearby foes in venom. Anyone within 5' of the creature's snout must make a Fortitude save (DC 14). Roll 1d3 to determine the effects of the toxin:<br>1. ***Daze*** - The target is overcome by a lethargic effect causing them to take no action for 1d5 rounds. They will also have no memory of anything that happened while affected.<br>2. ***Sickness*** - The target suffers 1 point of temporary Stamina damage and -1d to all actions for 2d20 hours, during which time the target cannot naturally heal.<br>3. ***Death*** - The target suffers 1d3 Stamina damage and must make additional saves each minute or suffer additional Stamina loss. Three successful saves will stop any further effects. |
| 67-77 | **Toxic Aura** - The body of this creature is so poisonous that just passing near it can make a person ill. Anyone within 50' of the creature must make a Fortitude save (DC 13) each round or suffer 1 point of temporary Stamina damage. Stepping into melee range increases the Save DC to 18. Anyone that touches the creature with bare skin must make a Fortitude save (DC 20) or die. The creature itself is immune to all forms of poison or toxic damage. |
| 78-88 | **Toxic Blood** - This creature's blood is so pestilential that coming into brief contact with it is harmful. Anyone within melee range of the creature when it suffers damage must make a Reflex save (DC 10) or suffer 1 point of temporary Stamina damage. |
| 89-99 | **Toxic Venom** - Any successful melee attacks this creature inflicts also requires the victim to make a Fortitude save (DC 10) every 3 rounds or suffer 1 point of temporary Stamina damage. Additional toxic venom strikes cumulatively increase the save DC by +1. Once a victim makes three successful saves in a row, the poison is cleared from their system. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |



## W IS FOR WINGED WAYS

The creature now sports one or more pairs of wings. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-14 | **Altered Limb Wings** - A pair of the creature's limbs have transformed into powerful wings. It can now fly at three times its normal Move. Roll 1d5 to determine the nature of its wings: 1- birdlike, 2- insectile, 3- batlike, 4- dragonlike, 5- leaflike. |
| 15-28 | **Gas Sacs** - This creature's body has numerous gas bags, which can be inflated to allow them to float like a hot air balloon for up to their Hit Dice in hours at a time. It takes 5d6 minutes for the sacs to fully inflate. Once aloft, the creature is at the mercy of the winds for which direction it travels. It can only control its elevation. In combat, this creature's effective floating Move is 1d30+30'. |
| 29-42 | **Gaseous Propulsion** - This creature can build up and powerfully expel bodily gasses in such a way as to launch it into temporary flight. This allows it to fly exactly five times its normal Move each round for a number of rounds equal to ½ its Hit Dice. During this time the creature can use fins, flippers, or membranes to change direction with a Reflex save (DC 10). At the end of its flight path it will fall if it did not steer itself near the ground. Also, it must make a Reflex save (DC 12) or land poorly, suffering 1d6 damage. |
| 43-56 | **Gliding Membranes** - This creature has grown a thin membrane between all of its limbs that allows it to ride air currents and glide at 150% of its Move. Without high-speed winds, the creature must launch from an elevated position to glide. When gliding it has a 10-to-1 ratio for distance before it reaches the ground (i.e. jumping off a 30' building allows for a 300' glide distance). This does not take into account high-speed winds, updrafts, or thermal currents which may extend the glide distance greatly. |



| Roll | Result |
|---|---|
| 57-70 | **Hovering** - This creature can hover off of the ground up to 5' without any detectable lift or propulsion. It can also travel at 150% of its Move. While hovering, it is so maneuverable it gains +2 AC. |
| 71-84 | **Miraculous Flight** - This creature can fly without any detectable lift or propulsion. It can now fly at three times its normal Move and is so maneuverable in flight that it gains +4 AC while flying. |
| 85-98 | **Pair of Wings** - The creature now has wings that allow it to fly at a move speed twice its normal Move. Roll 1d5 to determine the nature of its wings: 1- birdlike, 2- insectile, 3- batlike, 4- dragonlike, 5- leaflike. |
| 99+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 98. |



## X IS FOR XENOMORPHIC TRAITS

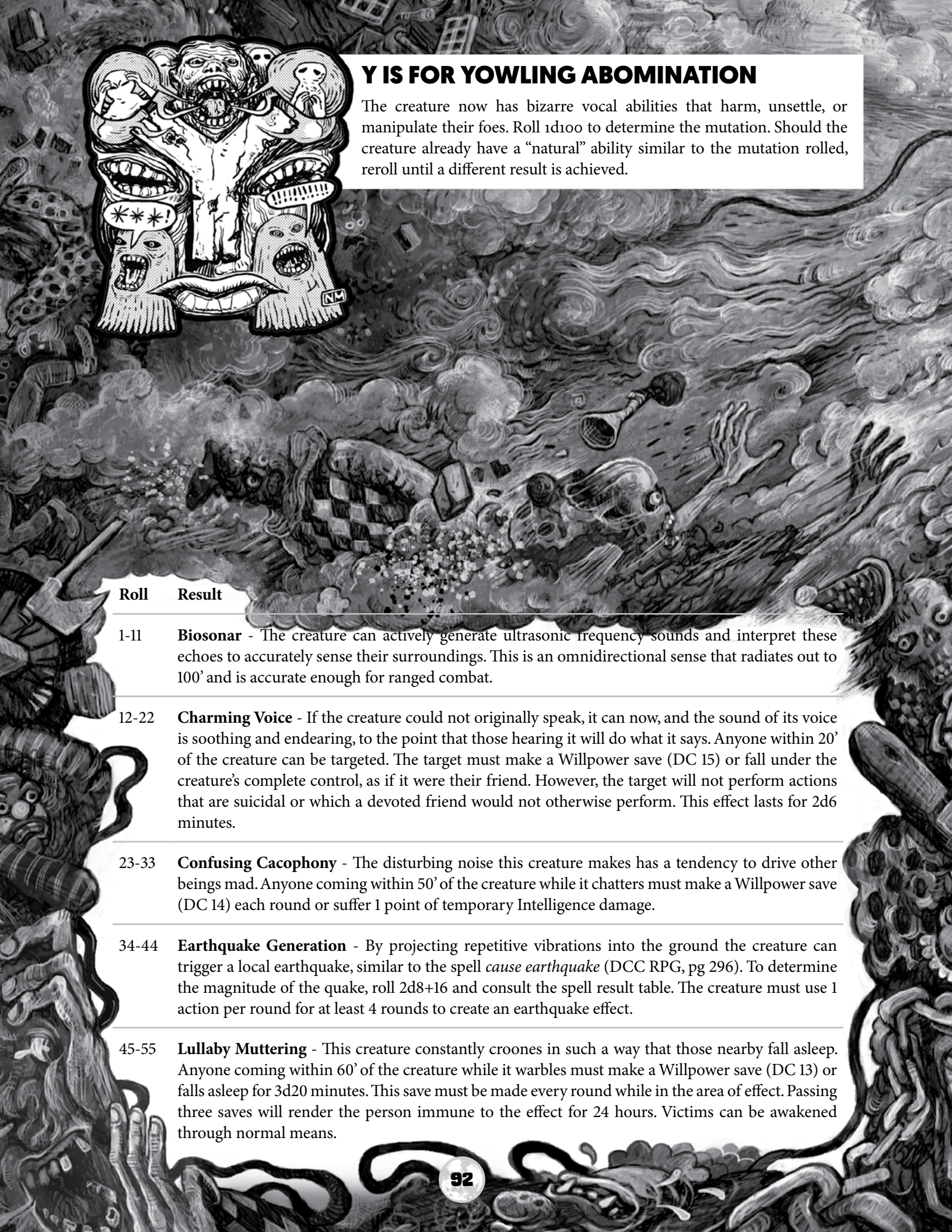
The creature now displays traits associated with beings from another dimension. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-9 | **All-Around Vision** - This creature's field of vision allows it to constantly see in all directions. This makes it impossible to sneak up on by mundane means. Its total awareness of its surroundings also grants it +2 AC. |
| 10-18 | **Bioluminescence** - The skin of this creature naturally glows, as dim as a 1' halo effect to as bright as a 30' radius high intensity lamp, as it chooses. |
| 19-27 | **Invisibility** - The body of this creature projects a field that renders it and anything it is carrying completely invisible. It cannot be seen by any mundane means and even exceptional means (magic or advanced/ alien tech) only has a 60% of detecting it. This effectively increases its AC by +8. |
| 28-36 | **Outer Shell** - The majority of the creature's vital parts are hidden behind a massive, bulky carapace. This increases its Armor Die by 6 steps. |
| 37-45 | **Painful Vocalizations** - The vocal cords of the creature can produce sounds that most other beings find mind-numbingly piercing. When it chooses to bellow out a keening wail, all foes within 30' must make a Fortitude save (DC 14) or become dazed and deafened (USG, pg 101) for the next 2d12 rounds. |
| 46-54 | **Regeneration** - The creature can regrow any lost limbs at a speed of one limb a week. It also recovers 1d6 hit points each day. The creature is well aware of its healing abilities and will use them to its advantage. |
| 55-63 | **Resistant** - The creature is totally immune to one type of damage. Roll 1d10 to determine what type: 1- blunt force trauma, 2- slashing cuts, 3- piercing cuts and projectiles, 4- fire and heat, 5- cold and ice, 6- electrical shock, 7- acid, 8- poisons and disease, 9- magic, 10- suffocation and vacuum. |



| Roll | Result |
|---|---|
| 64-72 | **Stunning Colorization** - The skin of this creature is a bewildering spectacle of dazzling hues. Anyone attempting to approach within 50' of the creature must make a Willpower save (DC 13) or be blinded (USG, pg 101) by visual overstimulation for 1d3 minutes. Those attacked by the creature gain +1d to the save but must make a new save each round they are within 50' of it. Targets that are blind or color blind are immune to the effect. |
| 73-81 | **Tentacles** - Multiple tentacles grow from the creature's body. It can use these as well as its normal limbs and grants it 2d16 action dice for the tentacle's actions. |
| 82-90 | **Toxic Venom** - Any successful melee attacks this creature inflicts also requires the victim to make a Fortitude save (DC 10) every 3 rounds or suffer 1 point of temporary Stamina damage. Additional toxic venom strikes cumulatively increase the save DC by +1. Once a victim makes three successful saves in a row, the poison is cleared from their system. |
| 91-99 | **Visual Distortion** - Due to being slightly out of phase with this dimension's light spectrum, the creature is a bit difficult to see properly. This grants it +1d4 to all stealth checks and a +2 to its AC. |
| 100 | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |





## Y IS FOR YOWLING ABOMINATION

The creature now has bizarre vocal abilities that harm, unsettle, or manipulate their foes. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-11 | **Biosonar** - The creature can actively generate ultrasonic frequency sounds and interpret these echoes to accurately sense their surroundings. This is an omnidirectional sense that radiates out to 100' and is accurate enough for ranged combat. |
| 12-22 | **Charming Voice** - If the creature could not originally speak, it can now, and the sound of its voice is soothing and endearing, to the point that those hearing it will do what it says. Anyone within 20' of the creature can be targeted. The target must make a Willpower save (DC 15) or fall under the creature's complete control, as if it were their friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. This effect lasts for 2d6 minutes. |
| 23-33 | **Confusing Cacophony** - The disturbing noise this creature makes has a tendency to drive other beings mad. Anyone coming within 50' of the creature while it chatters must make a Willpower save (DC 14) each round or suffer 1 point of temporary Intelligence damage. |
| 34-44 | **Earthquake Generation** - By projecting repetitive vibrations into the ground the creature can trigger a local earthquake, similar to the spell *cause earthquake* (DCC RPG, pg 296). To determine the magnitude of the quake, roll 2d8+16 and consult the spell result table. The creature must use 1 action per round for at least 4 rounds to create an earthquake effect. |
| 45-55 | **Lullaby Muttering** - This creature constantly croones in such a way that those nearby fall asleep. Anyone coming within 60' of the creature while it warbles must make a Willpower save (DC 13) or falls asleep for 3d20 minutes. This save must be made every round while in the area of effect. Passing three saves will render the person immune to the effect for 24 hours. Victims can be awakened through normal means. |



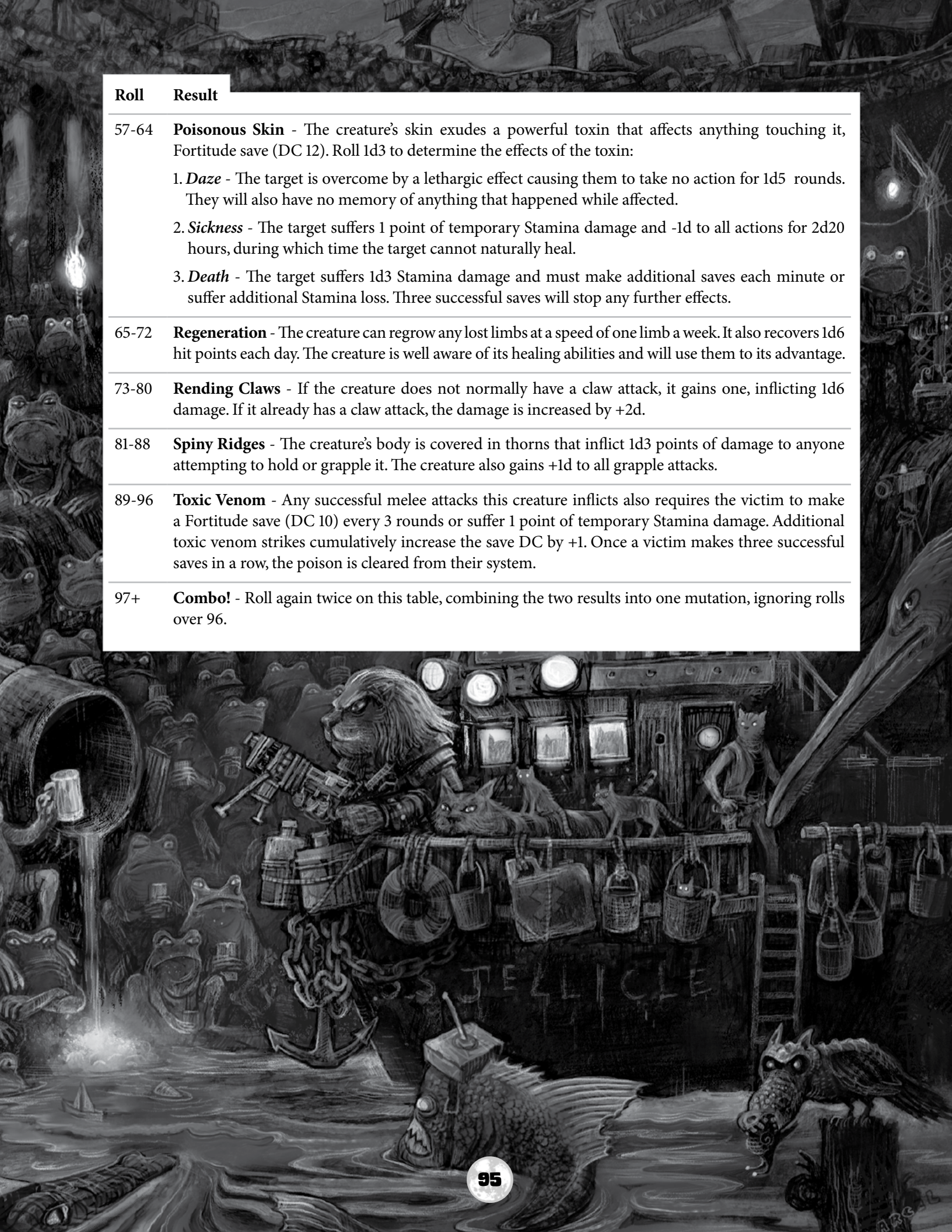
| Roll | Result |
|---|---|
| 56-66 | **Painful Vocalizations** - The vocal cords of the creature can produce sounds that most other beings find mind numbingly piercing. When it chooses to bellow out a keening wail, all foes within 30' must make a Fortitude save (DC 14) or become dazed and deafened (USG, pg 101) for the next 2d12 rounds. |
| 67-77 | **Sonic Bellow** - The creature can produce a deep, massive roar capable of cracking stone. All foes within an 80' long, 20' wide cone suffer 1d4 per creature HD damage (i.e. a 5HD creature's bellow would inflict 5d4 damage), Fortitude save (DC 15) for half damage. It can generate a bellow once every 3 rounds. The creature itself is immune to all forms of sonic damage. |
| 78-88 | **Sound Absorption** - This creature has no voice and makes no sounds. In fact, its body naturally absorbs all sounds within a 50' radius, creating absolute silence. The creature is not deaf and can hear everything it absorbs so it is not hindered. It can use the silence to gain +2d to sneak against those nearby.<br><br>Casters in the area of effect suffer a -8 to all casting rolls unless the spell specifically states it does not use incantations. |
| 89-99 | **Vocal Mimicry** - This creature can perfectly imitate any sounds or voices it hears, at a moment's notice. It may use this to drive out or confuse intruders in its territory. An Intelligence check (DC 12) is required to see through this ruse. Also, it can use this ability to draw in and ambush anyone that does not make an Intelligence check (DC 12). It then gains surprise (DCC RPG, pg 77) against its prey, and if the surprise attack is successful, it is automatically a critical hit. |
| 100+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 99. |



## Z IS FOR ZOOMORPHIC FEATURES

The creature has body parts usually found in entirely different species. Roll 1d100 to determine the mutation. Should the creature already have a "natural" ability similar to the mutation rolled, reroll until a different result is achieved.

| Roll | Result |
|---|---|
| 1-8 | **Amphibious** - The creature can easily breath underwater and on land. It also has retractable membranes on its eyes to see clearly when submerged. It can now swim at its normal Move. |
| 9-16 | **Blubber Layer** - The creature has a thick layer of protective blubber under its skin. This increases its Armor Die by 2 steps. This layer also helps with buoyancy, granting a +1 die step to all swimming checks. |
| 17-24 | **Gnashing Teeth** - If the creature does not normally have a bite attack, it gains one, inflicting 1d6 damage. If it already has a bite attack, the damage is increased by +2d. |
| 25-32 | **Heavy Scales** - The creature's hide is covered in thick, overlapping scales, increasing its Armor Die by 2 steps. While not as durable as bone plating or an outer shell, it does allow the creature to curl up into a ball, leaving nothing but scales exposed. When curled up, its Armor Die result is doubled. |
| 33-40 | **Large Tail** - The creature now has a long, muscular tail it can use to bludgeon and trip foes. It gains +1d to all grappling/ trip attacks. In melee, the tail does 1d6 damage and has a to hit equal to the creature's number of Hit Dice. |
| 41-48 | **Night Vision** - The creature can see perfectly in the dimmest of light, enough even to pick out colors or read text. This ability extends out as far as its normal vision. |
| 49-56 | **Pair of Wings** - The creature now has wings that allow it to fly at a move speed twice its normal Move. roll 1d5 to determine the nature of its wings: 1- birdlike, 2- insectile, 3- batlike, 4- dragonlike, 5- leaflike. |



| Roll | Result |
|---|---|
| 57-64 | **Poisonous Skin** - The creature's skin exudes a powerful toxin that affects anything touching it, Fortitude save (DC 12). Roll 1d3 to determine the effects of the toxin:<br>1. ***Daze*** - The target is overcome by a lethargic effect causing them to take no action for 1d5 rounds. They will also have no memory of anything that happened while affected.<br>2. ***Sickness*** - The target suffers 1 point of temporary Stamina damage and -1d to all actions for 2d20 hours, during which time the target cannot naturally heal.<br>3. ***Death*** - The target suffers 1d3 Stamina damage and must make additional saves each minute or suffer additional Stamina loss. Three successful saves will stop any further effects. |
| 65-72 | **Regeneration** - The creature can regrow any lost limbs at a speed of one limb a week. It also recovers 1d6 hit points each day. The creature is well aware of its healing abilities and will use them to its advantage. |
| 73-80 | **Rending Claws** - If the creature does not normally have a claw attack, it gains one, inflicting 1d6 damage. If it already has a claw attack, the damage is increased by +2d. |
| 81-88 | **Spiny Ridges** - The creature's body is covered in thorns that inflict 1d3 points of damage to anyone attempting to hold or grapple it. The creature also gains +1d to all grapple attacks. |
| 89-96 | **Toxic Venom** - Any successful melee attacks this creature inflicts also requires the victim to make a Fortitude save (DC 10) every 3 rounds or suffer 1 point of temporary Stamina damage. Additional toxic venom strikes cumulatively increase the save DC by +1. Once a victim makes three successful saves in a row, the poison is cleared from their system. |
| 97+ | **Combo!** - Roll again twice on this table, combining the two results into one mutation, ignoring rolls over 96. |



CHAPTER SIX

# GROKK'S BLESSED BESTIARY



# GROKK'S BLESSED BESTIARY

The following creatures are all mutated versions of iconic creatures for easy use in Umerica or any DCC-based game. Each lists the base creature used, where it came from, and the three letters from the Mutation Alphabet section that were randomly rolled to enhance it. Some of these creatures will be unique individuals, and others will belong to a group of similarly mutated beasts.




## BANK DEVIL

Base Stock: Gargoyle (DCC RPG, pg 413)

Letter 1: M 71 Metal Teeth

Letter 2: N 58 Extra Limbs - (three extra pairs of limbs, additional 3d14 action dice, tentaclelike)

Letter 3: Z 40 Large Tail

*Deep in the ruins of old Chi-town, there is a bank building that still stands intact due to its fortified construction. Within its vaults lay all manner of pre-cataclysmic riches. Woe be to those who would come robbing as the roof is the nest of a bank devil, a nigh-unkillable creature of living stone and iron that will defend its roost to the death.*

**Bank Devil:** Init +0; Atk claw +4 melee (1d4) or bite +4 (1d8) or tail +2 (1d6); AC 10; Armor Die [d14]; HD 2d8; MV 30' or fly 30'; Act 1d20+3d14; SP stone skin, stand still, metal teeth, extra limbs, large tail; SV Fort +5, Ref +0, Will +0; AL C.

***Stone skin*** - A gargoyle's body is composed of organic stone and is practically immune to normal weapons. Weapons of +1 or better enchantment or advanced technology inflict normal damage, but all other non-magical weapons inflict only half damage and shatter against their stony hide 50% of the time.

***Stand still*** - When standing still they are completely motionless, and it cannot be discerned whether one is alive or an inanimate statue.

***Metal teeth*** - If the creature does not normally have a bite attack, it gains one, inflicting 1d8 damage.

***Extra limbs*** - This creature has grown three extra pairs of tentaclelike limbs. Each grants an additional 1d14 action die.

***Large tail*** - The creature now has a long, muscular tail it can use to bludgeon and trip foes. It gains +1d to all grappling/trip attacks.

## BILLOWSCALES

Base Stock: Lizardman (DCC RPG, pg 420)

Letter 1: T 25 Chainsaw Claws

Letter 2: V 34 Poisonous Skin (Daze)

Letter 3: G 73 Loose Skin

*In a large bog just off the Misshipy river resides a tribe of mutant lizardfolk known as "billowscales" due to baggy rolls of scaley hide much too big for their bodies. They like to sneak up on boats traveling on the river, slash open their hulls, and then drown the crew—leaving the sunken boat's cargo ripe for plundering.*

**Billowscale (mutant lizardfolk):** Init -2; Atk bite +3 melee (1d4 and roll) or chainsaw claw +2 melee (2d4); AC 12; Armor Die d6; HD 1d8; MV 30' or swim 30'; Act



1d20; SP move silently, roll, chainsaw claws, poisonous skin, loose skin (immune to critical hits); SV Fort +2, Ref +2, Will -1; AL N.

***Move silently*** - The creature moves silently in swamp or water (treat as +10 to all checks related to stealth).

***Roll*** - Any creature hit by the bite must succeed on an opposed Strength check. For this check, the creature's prognathous jaw and powerful bite grant it a +8 modifier. If the creature wins, it rolls the target under the water and they begin to drown (USG, pg 101). While occupied in this manner, it cannot attack other targets, and the ensnared victim can attack only at a -4 penalty.

***Chainsaw claws*** - The normal forepaws/claws on this creature have been replaced with chainsaws. This doubles the normal claw damage (i.e. 1d4 = 2d4, 2d6 = 4d6, etc). In addition, non-Impervious armor pieces degrade on rolls of 1-2 (1-3 for Feeble armor) against this creature's claw attacks. All attempts at fine manipulation are at -2d, and if these limbs are required for movement, the creature's Move is reduced by half.

***Poisonous skin*** - The creature's skin exudes a powerful toxin that affects anything touching it. A Fortitude save (DC 12) is required or the target is overcome by a lethargic effect causing them to take no actions for 1d5 rounds. They will also have no memory of anything that happened while affected.

***Loose skin*** - The skin of this creature appears to be several sizes too big and hangs off it in drooping folds. This increases its Armor Die by +2 steps and renders it immune to critical hits.

## FIREBOWEL FOWLFIEND

Base Stock: Griffon (DCC RPG, pg 417)

Letter 1: B 70 Prehensile Tendrils

Letter 2: Q 34 Fecal Spray

Letter 3: J 39 Earthquake Generation

*Tater Valley was once a good place to settle. Wild taters would grow like weeds, the stream water was sweet, and rough uplands made it difficult for raiders to muster without notice. Everything was great until that bird*



*monster roosted in the nearby cliffs. Now it straifs the farm animals with fiery crap and makes ground tremors that shake down the storage sheds. Somebody needs to climb up to its nest and kill it!*

**Firebowel Fowlfiend:** Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 18; Armor Die nil; HD 7d10; MV 30' or fly 80'; Act 2d20+2d16; SP prehensile tendrils, fecal spray, earthquake generation; SV Fort +7, Ref +8, Will +4; AL N.

***Prehensile tendrils*** - Multiple tentaclelike tendrils grow from the creature's body. It can use these as well as its normal limbs and grants it 2d16 action dice for the tendrils actions

***Fecal spray*** - The lower gasto-intestinal tract of this creature is highly pressurized and extremely caustic, allowing it to weaponize the voiding of its bowels. All foes within a 20' long, 20' wide cone suffer damage equal to ½ of the creature's current hit point total, Reflex save (DC 13) for half damage. In addition, those who survive this attack must make a Fortitude save (DC 14) or show signs of a powerful infection 3d8 hours later. It can generate this spray once every five rounds.

***Earthquake generation*** - By projecting repetitive vibrations into the ground, the creature can trigger a local earthquake, similar to the spell *cause earthquake* (DCC RPG, pg 296). To determine the magnitude of the quake, roll 2d8+16 and consult the Spell Result table for *cause earthquake*. The creature must use 1 action per round for at least 4 rounds to create an earthquake effect.

## FUZZY THE FRIENDLY

Base Stock: Cave octopus (DCC RPG, pg 398)

Letter 1: C 50 Exceptionally Hairy

Letter 2: Y 16 Charming Voice

Letter 3: K 76 Pilferer

*Everyone likes Fuzzy, the octo-person who lives in the*



*boathouse off the old pond. Even Fuzzy will tell you that. Fuzzy likes talking about himself and asking his friends for small favors, which no one minds doing. Folks cannot quite recall why they like Fuzzy, but when they go to see him, they remember. Those that do not remember tend to go missing, and Fuzzy eats well that night.*

**Fuzzy the Friendly (hairy octo-mutant):** Init -2; Atk tentacle +2 melee (1 point) and beak +4 melee (1d8); AC 10; Armor Die [d3]; HD 2d6; MV walk 20' or swim 40'; Act 8d20; SP grasp, camouflage, exceptionally hairy (immune to critical hits), charming voice, pilferer; SV Fort +2, Ref -2, Will +2; AL N.

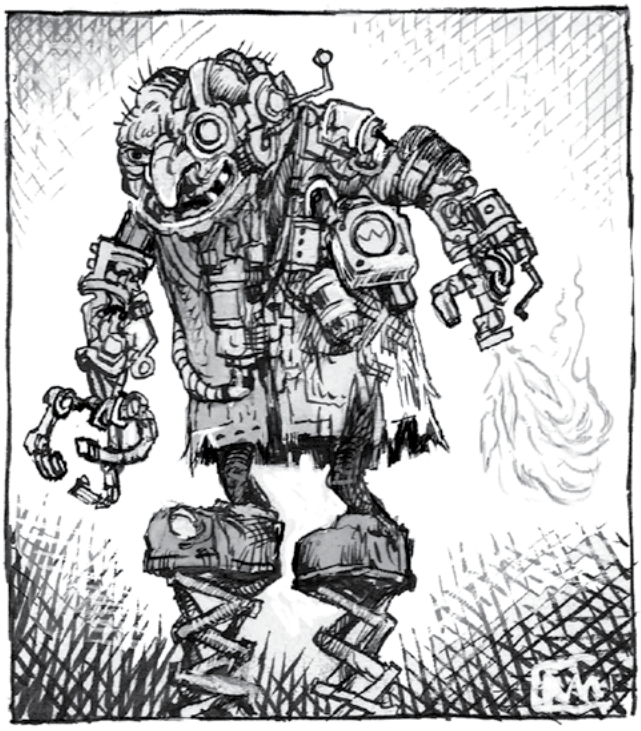
***Grasp*** - For each tentacle that strikes the same character, the creature receives +1d4 on an opposed Strength check to hold the character down. (i.e. if 6 tentacles hit a character in a single round, the character takes 6 points of damage, and the octopus rolls 6d4 on a Strength check against the character.) If the octopus wins the Strength check, the character is grappled and cannot attack unless they spend the next round struggling and must succeed on an opposed Strength check. The creature can only use its beak once it has grappled a creature and won a Strength check.

***Camouflage*** - This creature has a highly developed form of camouflage that lets it change color and pattern to match surfaces nearby. This grants it a +10 bonus on any attempt to hide.

***Exceptionally hairy*** - The body of this creature is covered in long, dense hair that highly obscures its actual shape. This increases its AC by 2 and renders it immune to critical hits. It also gains +2d to intimidation rolls as it appears much larger than it actually is.

***Charming voice*** - If the creature could not originally speak, it can now, and the sound of its voice is soothing and endearing to the point that those hearing it will do what it says. Anyone within 20' of the creature can be targeted. The target must make a Willpower save (DC 15) or fall under the creature's complete control, as if it were their friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. This effect lasts for 2d6 minutes.

***Pilferer*** - Due to its unique physiology, every time this creature scores a successful melee strike against an opponent, there is a 50% chance it also stole an item that was openly accessible (on their belt, in their pocket, from an open pack, etc.) from that foe.



## GADGET GOBBO

Base Stock: Goblin (DCC RPG, pg 417)

Letter 1: R 06 Consumptive Regeneration

Letter 2: T 66 Neural Interface

Letter 3: I 09 Bioluminescence

*These small humanoids are easily recognizable for their naturally glowing, hairless skin and for the number of electronic devices they have on their person. Due to their love of technology, gobbos usually make homes in basements of fortified ruins near old cities. They can often be found on the outskirts of recent battle sites near their homes, scavenging for electronics and fresh meat. If approached peacefully, they may be open to trade.*

**Gadget Gobbo (small glowing techno mutant):** Init -1; Atk bite -1 melee (1d3) or as weapon -1 melee; AC 11; Armor Die d4 (worn armor); HD 1d6-1; MV 20'; Act 1d20; SP infravision 60', consumptive regeneration, neural interface, bioluminescence; SV Fort -2, Ref +1, Will -2; AL L.

***Consumptive regeneration*** - The creature can swiftly recover from its wounds by consuming the dead tissue of other organic beings. It can consume 1 HD of flesh per minute, which will restore 1 hp. There is no limit to how many HD it can consume and convert into healing.

***Neural interface*** - The creature can instinctively

communicate with computers or smart devices, accessing any unsecured data with ease. Hacking through security requires a Willpower save (DC 15) for most systems.

***Bioluminescence*** - The skin of this creature naturally glows—as dim as a 1' halo effect to as bright as a 30' radius high-intensity lamp, as it chooses.



## GLOMODILE

Base Stock: Lizard, giant (DCC RPG, pg 420)

Letter 1: N 53 Extra Limbs - 1 extra pair of insectile limbs

Letter 2: E 52 Night Vision

Letter 3: N 95 Tentacles

*Deep in the wilderness, there is a large grove sacred to Grokk where his faithful care for some of his most magnificent "pets." In one of the swampy ponds dwells a huge, multi-limbed lizard the priesthood is quite fond of. They unleash it against intruders and take to the trees to watch the "fun."*

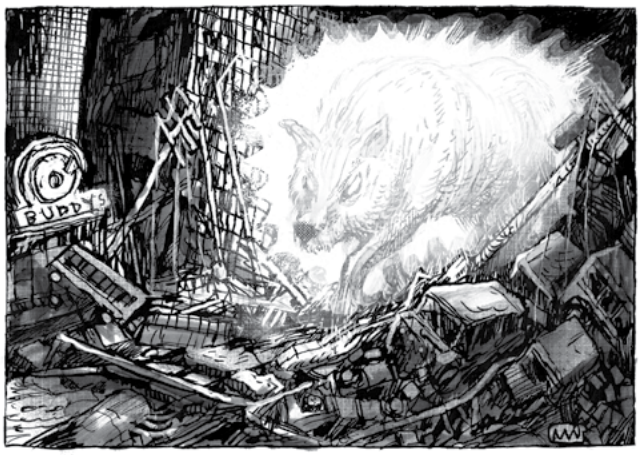
**Glomodile (large multi-limbed mutant lizard):** Init -3; Atk bite +5 melee (3d4) or grapple +5 melee (1 point); AC 8; Armor Die d14; HD 3d8; MV 40' or climb 20'; Act 1d20+2d16+1d14; SP camouflage, extra limbs, night vision, tentacles; SV Fort +2, Ref -2, Will -2; AL N.

***Camouflage*** - This creature is a master of camouflage—it receives a +10 bonus on all attempts to hide.

***Extra limbs*** - This creature has grown one extra pair of insectile limbs that grants it an additional 1d14 action die.

***Night vision*** - The creature can see perfectly in the dimmest of light—enough to pick out colors or read text. This ability extends out as far as its normal vision.

***Tentacles*** - Multiple tentacles grow from the creature's body. It can use these as well as its normal limbs and grants it 2d16 action dice for the tentacle's actions.



## GLOWFANG

Base Stock: Wolf, dire (DCC RPG, pg 431)

Letter 1: V 79 Toxic Blood

Letter 2: G 21 Daikaiju

Letter 3: U 05 Bioluminescence

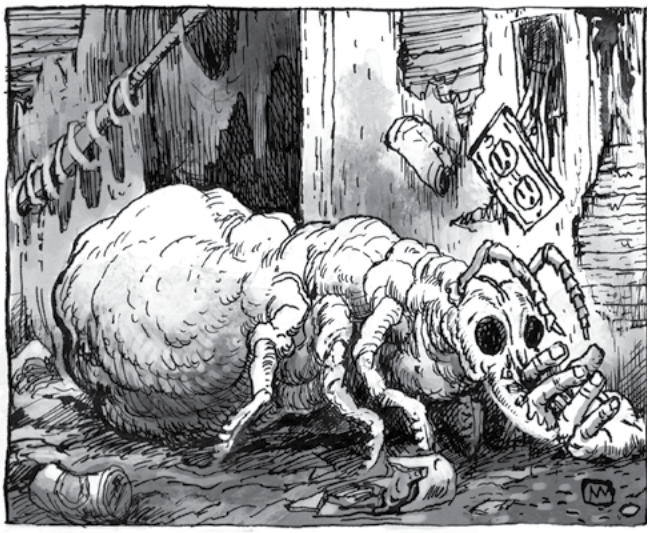
*Standing over 40' high at the shoulder, the enormous wolf known as Glowfang is a horror to behold. Its blood shines luminously from is viens, giving the monstrosity a bright green aura that can be seen from space.*

**Glowfan (enormous mutant dire wolf):** Init +5; Atk bite +18 melee (1d6+14); AC 26; Armor Die nil; HD 10d6+80; MV 160'; Act 1d20; SP toxic blood, daikaiju, bioluminescence; SV Fort +16, Ref +4, Will +3; AL L.

***Toxic blood*** - This creature's blood is so pestilential that coming into brief contact with it is harmful. Anyone within melee range of the creature when it suffers damage must make a Reflex save (DC 10) or suffer 1 point of temporary Stamina damage.

***Daikaiju*** - The creature is roughly ten times as big as a normal specimen would be, receiving a +12 bonus to attacks, damage, Fortitude saves, and AC due to greater size and strength. It also gains: an additional 8 HD, +8 hp per HD, and its Move is quadrupled. (All bonuses are reflected in the stat block.)

***Bioluminescence*** - The skin of this creature naturally glows as dim as a 1' halo effect to as bright as a 30' radius high-intensity lamp, as it chooses.



## GLUTTONY ANT

Base Stock: Ant, giant (worker) (DCC RPG, pg 394)

Letter 1: G 81 - Obese

Letter 2: R 90 - Vampiric Regeneration

Letter 3: H 56 - Resistant - Electrical Shock

*The carapace of this dog-sized ant is corpulently bloated and tight. Despite its ungainly mass, it charges hungrily upon any being it meets. Strangely, its fatty tissues seem to insulate it, making it immune to electrical attacks.*

**Ant, Gluttony:** Init +0; Atk bite +2 melee (1d4+1); AC 11; Armor Die d10; HD 1d8+2; MV 25' or climb 25'; Act 1d20; SP obese, vampiric regeneration, resistant (electricity); SV Fort +5, Ref +1, Will -3; AL L.

***Obese*** - The creature's body is grossly fat, increasing its HD type by +2d and decreasing its Move by 50%.

***Vampiric regeneration*** - This creature feeds off the damage it causes, making it nigh-immortal as long as it continues to battle. For every 3 points of damage it inflicts with its melee attacks, the creature regenerates 1 hp. It is well aware of its regenerative ability and will recklessly attack (lowering its AC by 3) to gain +1d3 to hit and damage on its attacks.

***Resistant (electricity)*** - This creature is totally immune to electrical damage of any type.



## HARROO THE LAZY GUARDIAN

Base Stock: Manticore (DCC RPG, pg 421)

Letter 1: F 21 Blade Growths

Letter 2: I 11 Biosonar

Letter 3: L 64 Pouncing

*All the citizens of New Mesa know they are safe from raiders coming to their village, as long as they pay their "insurance" money. The surrounding area is "policed" by a terrifying, man-headed, flying lion beast covered in boney blades, named Harroo, that demands payment for its protection. It is true that none of the local gangs want to cross Harroo, but it often slacks off on patrol duties, and they know it. So far Harroo has caught wind of every encroachment on its territory and slaughtered those who have tried to raid it, but the next group may get lucky.*

**Harroo the Lazy Guardian (mutant manticore):** Init +5; Atk bite +6 melee (1d8) or claw +4 melee (1d3) or body blades +4 melee (1d10); AC 15; Armor Die d3; HD 6d8+6; MV 40' or fly 50' or leap 60'; Act 3d20; SP tail spikes, blade growths, biosonar, pouncing; SV Fort +5, Ref +5, Will +6; AL C.

***Tail spikes*** - As a single action, the manticore can loose a volley of six tail spikes, which attack at +6 missile fire (range 100') for 1d6 damage each. A manticore can release four such volleys per day.

***Blade growths*** - Many bladelike tumors jut out from the creature's body, granting it a slashing melee attack—causing a base damage of 1d6 increased by +1d for every 2 HD the creature has (i.e. a 7HD creature would inflict 1d10 damage with its blade growths). Also, anyone attempting to make a melee attack against this creature must make a Reflex save (DC 10) or get cut by a blade growth for 1d3 damage.

***Biosonar*** - The creature can actively generate ultrasonic frequency sounds and interpret the echos to accurately sense their surroundings. This is an omnidirectional sense that radiates out to 100' and is accurate enough for ranged combat.

***Pouncing*** - This creature is capable of making leaps of up to 150% of its normal Move value with no warning. It can use this to make a melee attack from at least 15' away. If the strike is successful, it is automatically a critical hit. The creature can also use its leaping ability on its action to disengage from melee without risking an attack.

## JEWEL SEEKER

Base Stock: Centaur (DCC RPG, pg 398)

Letter 1: C 35 Bony Plates

Letter 2: Y 03 Biosonar

Letter 3: T 20 Auto Blaster

*The locals say a portal opened up near their fortified bus station, and a few friendly and fanciful centaurs emerged. They said they came through the magic portal in search of an enchanted jewel. The locals pointed them towards the glowing crater where all sorts of crystals lay about the ruins of an alien vessel. They warned the centaurs of the dangers of the place, but the prideful hunters did not listen. Their screams continued for days. Then, the thing emerged from the crater. What was once a beautiful centaur had been transformed by the wreckage into a robeast with only one goal: find the jewel.*

**Jewel Seeker (techno-mutant centaur):** Init +0; Atk hooves +1 melee (1d4+1) and sword +3 melee (1d8+1) or blaster +4 ranged (2d4, range 80'); AC 12; Armor Die d7; HD 2d8; MV 50'; Act 2d20+1d20*; SV Fort +2, Ref +2, Will +1; AL C.

***Bony plates*** - The creature's body is mostly covered by heavy plates of bone and hide. This increases its Armor Die by 4 steps.



***Biosonar*** - The creature can actively generate ultrasonic frequency sounds and interpret the echos to accurately sense their surroundings. This is an omnidirectional sense that radiates out to 100' and is accurate enough for ranged combat.

***Auto blaster**** - The creature's body hosts a self aiming blaster weapon, giving it an additional 1d20 action die that must be used to fire the blaster. [Atk blaster +4 ranged (2d4 dam, range 80').]

## THE MALL-O-RAMA TERROR

Base Stock: Scorpion, giant (DCC RPG, pg 425)

Letter 1: F 29 Cancerous Crust

Letter 2: K 37 Cunning Trapper

Letter 3: P 47 Psychic Null

*Just off one of the more intact highways leading to the Citadel of Scrap is the ever-tempting Mall-O-Rama, a large indoor shopping mall that somehow still has electrical power. Its glowing signage speaks of untold treasures just waiting to be plundered. Its solid construction calls out that it would make a great place to settle in and fortify. Unfortunately, it is home to a gigantic arachnoid monster that slays all who enter.*

**The Mall-O-Rama Terror (mutant giant scorpion):** Init +3; Atk claw +12 melee (1d10+4) or sting +7 melee (1d6+2 plus poison); AC 14; Armor Die [d7]; HD 12d10+12; MV 50' or climb 30'; Act 3d20; SP poison,




cancerous crust (immune to critical hits), cunning trapper, psychic null; SV Fort +9, Ref +4, Will -2; AL N.

***Poison*** - The victim must make a Fortitude save (DC 15) or die in 1d4 rounds.

***Cancerous crust*** - The majority of the creature's vital parts are hidden behind a thick layer of tumorous material. This increases its Armor Die by 3 steps, and the creature is immune to critical hits.

***Cunning trapper*** - The creature is a natural trap layer, and the area around its home/ lair will be quite dangerous to traverse. Anyone attempting to move through that area must roll under their Luck every 50' that they travel or be caught up in a trap that inflicts 1d4 damage and requires a Reflex save (DC 12) to avoid suffering 1 point of temporary Agility damage. Moving at ¼ speed and making an Intelligence check (DC 20) is the only safe passage through the area.

***Psychic null*** - This creature radiates a strange field that disrupts the flow of psychic energies. This renders it immune to all psionic powers or other mind-altering effects from magic or technology. In addition, any psions attempting to initiate a psionic power within 80' of the creature suffer a -5 penalty to the Power roll.

## MAN-BEAR-THING

Base Stock: Bugbear (DCC RPG, pg 397)

Letter 1: Z 71 Regeneration

Letter 2: A 05 Amphibious



Letter 3: L 14 Gnashing Teeth

*Despite the abundant fish in the lake, most locals know better than to approach its banks. Those that do risk an encounter with the "man-bear-thing" that dwells in the depths. Foolish daredevils have faced it time and time again, sometimes returning to tell the tale of its defeat. Yet, it returns a few nights later to raid nearby settlements in revenge. They say no blade or bullet can put it to rest for long.*

**Man-Bear-Thing (aquatic thug):** Init +1; Atk mace +5 melee (1d6+5) or bite +5 melee (1d6+5); AC 13; Armor Die d5; HD 4d8+4; MV 30' or swim 30'; Act 1d20; SP infravision 60', regeneration, amphibious, gnashing teeth; SV Fort +4, Ref +3, Will +2; AL C.

***Regeneration*** - The creature can regrow any lost limbs at a speed of one limb a week. It also recovers 1d6 hp each day. The creature is well aware of its healing abilities and will use them to its advantage.

***Amphibious*** - The creature can easily breathe underwater and on land. It also has retractable membranes on its eyes to see clearly when submerged. It can now swim at its normal Move.

***Gnashing teeth*** - If the creature does not normally have a bite attack, it gains one—inflicting 1d6 damage.



## OLD SCREACHWING

Base Stock: Bat, giant vampire (DCC RPG, pg 396)

Letter 1: X 39 Painful Vocalizations

Letter 2: S 56 Reactive Magic

Letter 3: N 42 Elongated Neck

*Legends tell that the Glowing Hollow is home to a bloodthirsty fiend known as Old Screachwing, a large batlike beast whose cries can kill and whose blood is cursed.*

**Old Screachwing:** Init +6; Atk bite +4 melee (1d6 plus disease and vampire drain); AC 14; Armor Die nil; HD 2d8; MV fly 40'; Act 1d20; SP vampire bite, disease (see below), painful vocalizations, reactive magic, elongated neck; SV Fort +4, Ref +4, Will -2; AL C.

***Vampire bite*** - Latches onto target and automatically inflicts an additional 1d4 damage per round until killed.

***Disease*** - Bats carry disease. A person bitten by a bat of any type receives a disease randomly determined from the table below:

| D6 | Fort Save | Effect on Failed Save |
|---|---|---|
| 1 | DC 8 | Sickness and vomiting for two days; half Movement and -4 to all rolls during that time. |
| 2 | DC 14 | Terrible stomach pains; 1d4 damage and unable to heal normal damage for one week. |
| 3 | DC 16 | Debilitating weakness. Temporarily lose 1d4 Strength and Stamina. |
| 4 | DC 10 | System shock. Immediate death. |
| 5 | DC 20 | Dizziness. Temporarily lose 1d4 Agility. |
| 6 | DC 12 | Intense weakness. Permanently lose 1 Strength. |

***Painful vocalizations*** - The vocal cords of the creature can produce sounds that most other beings find mind-numbingly piercing. When it chooses to bellow out a keening wail, all foes within 30' must make a Fortitude save (DC 14) or become dazed and deafened (USG, pg 101) for the next 2d12 rounds.

***Reactive magic*** - This creature's blood is infested with chaotic magic. Each time it is damaged, a random 1st level wizard spell effect will cast from the wound—casting roll 1d8+11. If it is a targeted spell, a random target will be affected.

***Elongated neck*** - The creature's neck is many times longer than it should be, granting it +10' to its bite-attack reach and +1d4 to all perception checks.

## QUIETHUNGER

Base Stock: Man-Bat (DCC RPG, pg 421)

Letter 1: P 34 Forcefield

Letter 2: Z 65 Regeneration

Letter 3: Y 85 Sound Absorption

*The farmers of Blue Valley know better than to stay out late on clear nights. Despite the train-merc security patrols, courtesy of the East-West Co., no one is safe from Quiethunger. The few who have seen it say it is like a humanoid bat and that anything thrown or shot at it just bounces off. Worst of all, it makes no noise and neither do its victims as it carries them off into the night.*

**Quiethunger:** Init +4; Atk bite +6 melee (1d6); AC 14; Armor Die nil; HD 2d8; MV 20' or fly 40'; Act 1d20; SP carry off prey, forcefield, regeneration, sound absorption; SV Fort +1, Ref +4, Will +2; AL C.



***Carry off prey*** - On a successful hit, the creature can attempt to carry off its prey by making an opposed Strength check at Str 16 (+2); if successful, the prey is captured in the creature's legs and lifted off the ground. Captured prey can still attack at a -2 penalty; the creature cannot make additional bite attacks while thus encumbered and moves at half speed in these circumstances. A dropped victim takes 1d6 damage for every 10' fallen.

***Forcefield*** - This creature's mind generates a protective aura that absorbs the inertia from incoming attacks. All damage caused by physical means is reduced by 1d5 before rolling the Armor Die.

***Regeneration*** - The creature can regrow any lost limbs at a speed of one limb a week. It also recovers 1d6 hp each day. The creature is well aware of its healing abilities and will use them to its advantage.

***Sound absorption*** - This creature has no voice and makes no sounds. In fact, its body naturally absorbs all sounds within a 50' radius, creating absolute silence. The creature is not deaf and can hear everything it absorbs, so it is not hindered. It can use the silence to gain +2d to sneak attempts against those nearby. Casters in the area of effect suffer a -8 to all casting rolls unless the spell specifically states it does not use incantations.



## RAINBOW GLIDER

Base Stock: Snake, boa constrictor, giant (DCC RPG, pg 428)

Letter 1: B 89 Thorns

Letter 2: D 82 Stunning Colorization

Letter 3: W 56 Gliding Membranes

*In the southern wetlands of Umerica, bright colors often are a sign of danger. This is even more true if one spots a floating rainbowlike serpent moving from massive treetop to treetop. Its flashing colors can blind, and its thorny coils are quick to squeeze the life out of anything tasty it sees from the sky.*

**Rainbow Glider (mutant, giant boa constrictor):** Init +4; Atk bite +10 melee (1d6 + constrict); AC 16; Armor Die nil; HD 5d8; MV 30'; Act 1d20; SP constriction, thorns, stunning colorization, gliding membranes; SV Fort +6, Ref +6, Will +2; AL N.

***Constriction*** - Each time this creature scores a bite attack, it immediately wraps its coils around the victim. Each round thereafter, it attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6+1d3 (thorns) points of damage.

***Thorns*** - The creature's body is covered in thorns that inflict 1d3 points of damage to anyone attempting to hold or grapple it. The creature also gains +1d to all grapple attacks.

***Stunning colorization*** - The skin of this creature is a bewildering spectacle of dazzling hues. Anyone attempting to approach within 50' of the creature must make a Willpower save (DC 13) or be blinded (USG, pg 101) by visual overstimulation for 1d3 minutes. Those charged by the creature gain +1d to the save but must make a new save each round they are within 50' of it. Persons that are blind or color blind are immune to the effect.

***Gliding membranes*** - This creature has grown a thin membrane between all of its limbs that allows it to ride air currents and glide at 150% of its Move. Without high speed winds, the creature must launch from an elevated position to glide. When gliding it has a 10-to-1 ratio for distance before it reaches the ground (i.e. jumping off a 30' building allows for a 300' glide distance). This does not take into account high-speed winds, updrafts, or thermal currents which may extend the glide distance greatly.

## REEK GIANT

Base Stock: Giant, hill (DCC RPG, pg 414)

Letter 1: S 46 Magic Distortion Field

Letter 2: J 96 Toxic Aura

Letter 3: K 11 Adhesive Secretions

*Deep in the Vast Wasteland roams a massive humanoid surrounded by miasma so potent it is visible at night. Various bits of debris, rotting skins, and broken weapons cling to its gooey hide and serve as its clothing. It is said that even the strongest enchantments are affected by its bodily emminations, causing unexpected calamity. All of the wasteland road gangs give this thing a wide berth so as to avoid attracting it anywhere near them.*

**Reek Giant (12' tall, 1,200 lbs.):** Init -2; Atk club +15 melee (2d8+8) or hurled stone +6 missile fire (1d8+6, range 100'); AC 15; Armor Die d3; HD 8d10; MV 30'; Act 1d24; SP infravision, crit on 20-24, giant crits, magic distortion field, toxic aura, adhesive secretions; SV Fort +10, Ref +5, Will +6; AL C.

***Magic distortion field*** - This creature's body radiates a



chaotic distortion aura that warps spell energies. Any spell cast within 50' of the creature will automatically trigger a misfire result in addition to whatever the spell was supposed to do.

***Toxic aura*** - The body of this creature is so poisonous that just passing near it can make a person ill. Anyone within 50' of the creature must make a Fortitude save (DC 13) each round or suffer 1 point of temporary Stamina damage. Stepping into melee range increases the Save DC to 18. Anyone that touches the creature with bare skin makes a Fortitude save (DC 20) or dies. The creature itself is immune to all forms of poison or toxic damage.

***Adhesive secretions*** - The skin of this creature excretes a highly sticky substance. This allows the creature to move across walls and ceilings like a spider. Also, any weapon that strikes a blow on the creature becomes stuck fast, requiring a Strength check (DC 15) to free it.

## RETCH FOLK

Base Stock: Jungle ape-man (DCC RPG, pg 394)

Letter 1: Q 75 Regurgitative Blast

Letter 2: L 55 Pack Tactics

Letter 3: N 26 Abnormal Mouth (Catlike)



*The members of this small jungle tribe of cat-ape-men are feared for their ability to vomit corrosive death at their foes. Even more horrific is when the tribe coordinates these purge attacks in ambush.*

**Retch Folk (vomiting cat-ape-men):** Init +2; Atk bite +4 melee (1d4+3) or slam +6 melee (1d6+3) or thrown stone +3 missile fire (1d4, range 10/20/30); AC 13; Armor Die nil; HD 3d8; MV 20' or climb 30'; Act 1d20; SP +10 to hide checks in jungle terrain, regurgitative blast, pack tactics; SV Fort +6, Ref +3, Will +1; AL L.

***Regurgitative blast*** - This creature can vigorously disgorge its stomach contents at its foes. This torrent of highly acidic bile and bone shrapnel hits all targets within 10' of its mouth and inflicts damage equal to $^1/_3$ of the creature's current hit point total, Reflex save (DC 13) for half damage. It can release up to three of these blasts before its belly is completely empty and it must gorge itself to refuel.

***Pack tactics*** - The creature has a loose, pack based, hivemind with others of its kind. When fighting together, the pack gains a +d3 on all attack, damage, and morale rolls if there are at least three pack members present in the combat. This bonus die increases one step for every additional three pack members present, to a maximum of a +d7 for 15 pack members.

## RIVER SHIELD BUG

Base Stock: Beetle, giant, flying (DCC RPG, pg 397)

Letter 1: R 53 Spell Eater

Letter 2: C 86 Natural Shields

Letter 3: A 72 Fluked Tail

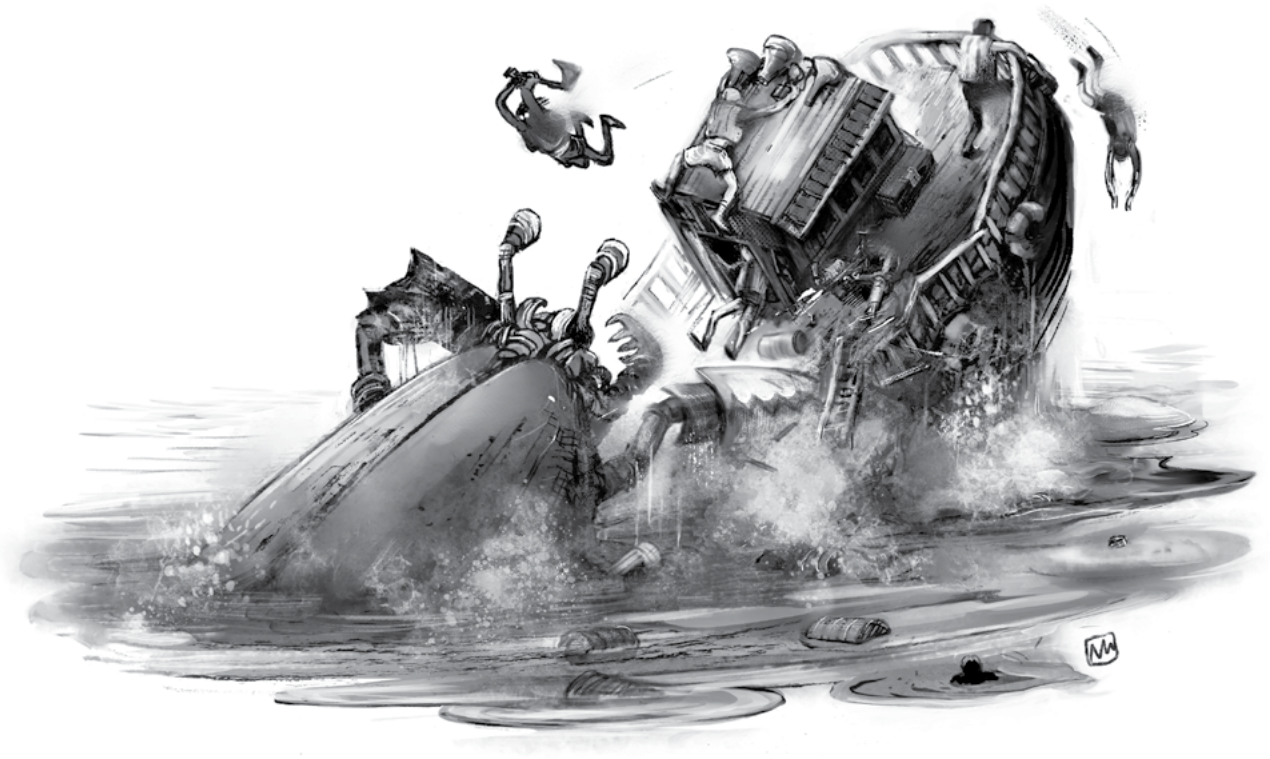
*Take care when sailing the Southern Yellow river. Many folks have been beset by large river bugs with great shieldlike flippers. The stories say they are certain to attack magical folk in hopes of eating their enchantments.*

**River Shield Bug:** Init -2; Atk mandibles +3 melee (1d4+2) or tail slam +2 melee (1d6+2); AC 10 +1d3*; Armor Die: [d5]; HD 2d8+2; MV 30' or climb 20' or fly 30' or swim 60'; Act 1d20; SP spell eater, natural shields, fluked tail; SV Fort +1, Ref +0, Will -3; AL N.

***Spell eater*** - Anytime a spell is cast at or within 20' of this creature, it can choose to consume the spell energies and regenerate ⅓ of the rolled spell effect result in hp. If the creature is already at maximum hit points, it gains a bonus to hit and damage next round equal to $^1/_{10}$ of the rolled spell effect result. Consuming a spell does not take an action and there is no limit to the number of spells this creature can consume in a round.

***Natural shields**** - Several of the creature's limbs bare thick bony growths that it can employ as shields in melee. This increases the creature's AC by 1d3+ each round.

***Fluked tail*** - The creature now has a long, fluked tail. It can now swim at double its normal Move. In melee, the tail does 1d6 damage and has a to hit equal to the creature's number of HD.



## SCRAPCHEWER

Base Stock: Kobold (DCC RPG, pg 419)

Letter 1: M 57 Metal Eater

Letter 2: E 81 Thermal Sense

Letter 3: H 39 Melee Mastery

*The bane of all junkyards, this tribe of small mutants thrives by devouring any metal they find. Nocturnal by nature, they travel in groups and are not above ambushing metal-laden wanderers as they camp for a few tasty bits of alloy.*

**Scrapchewer (small humanoid):** Init +1; Atk bite +1d6-2 melee (2d6-1); AC 10; Armor Die d3; HD 1d4; MV 20'; Act 1d20; SP infravision 100', metal eater, thermal sense, melee mastery; SV Fort -2, Ref +0, Will -2; AL N.

***Infravision*** - These creatures have infravision to 100' but suffer a -1 penalty to attacks in bright light.

***Metal eater*** - This creature can easily consume and digest metal. Its bite (or other consumptive organ) attack damage is increased by +2d. In addition, each successful bite (or other consumptive organ) attack it delivers on a target made of or covered with metal, the creature's Armor Die increases by one step.

***Thermal sense*** - This creature can "see" via detecting the heat emanating from its surroundings, out to 60'. This also allows it to perceive through doors and walls made from common building materials up to 8" thick.

***Melee mastery*** - This creature's instinctual combat abilities are enhanced. All melee attacks made by this creature add +1d6 to the attack and damage rolls.





## SLYTUSK THE GREAT BOSSOMANCER

Base Stock: Orc (DCC RPG, pg 423)

Letter 1: P 22 Domination

Letter 2: F 51 Leathery Warts

Letter 3: G 58 Larger Torso

*This green-gray humanoid with piglike features and a disproportionately large torso, dressed in miscellaneous fineries, seems a bit comical, but his hold over his minions and commanding manner has won Slytusk more than a few battles. His psychic ability to control others has made this petty tyrant quite successful.*

**Slytusk the Bossomancer (psi-mutant orc):** Init +1; Atk claw +1 melee (1d4) or as weapon +1 melee; AC 10; Armor Die d5; HD 1d8+3; MV 30'; Act 1d20; SP domination, leathery warts, larger torso; SV Fort +1d4+2, Ref +0, Will -1; AL C.

***Domination*** - By the power of its mind, this creature can psychically force others to do its bidding. Anyone within 40' of the creature can be targeted. The target must make a Willpower save (DC 15) or fall under the creature's complete control, as if it were their friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. This effect lasts for 2d6 minutes.

***Leathery warts*** - The creature's hide is covered in a multitude of large warts, increasing its Armor Die by 2 steps.

***Larger torso*** - The creature's body is disproportionately large, granting it +1d4 to all Fortitude saves and increasing its hp by +2 per HD.

## SOUTHPAW

Base Stock: Owlbear (DCC RPG, pg 423)

Letter 1: R 30 Fatality Regeneration

Letter 2: G 29 Disproportionately Huge Limb

Letter 3: V 52 Poisonous Spit (death)

*Few folks still risk hunting in the Orange Fir forest. The fact that the place is favored by owlbears is bad enough, but even they steer clear of old Southpaw, a mutant owlbear with an overly massive left forearm. Nobody knows how old she actually is, but they say she gets younger with every kill she makes.*



**Southpaw (mutant owlbear):** Init +1; Atk bite +6 melee (1d6+2) or huge claw +4 melee (1d7, reach 5') or spit +3 (see below); AC 14; Armor Die d5; HD 3d8; MV 10' or climb 5'; Act 2d20; SP spell resistance, fatality regeneration, poisonous spit; SV Fort +4, Ref +4, Will +8; AL C.

***Spell resistance*** - This creature resists all magic, regardless of level or caster, with a 25% chance of success and gains a +8 on Willpower saves against spells that do affect them.

***Fatality regeneration*** - This creature is invigorated by the energies released upon the nearby demise of living beings. Each death within 50' of the creature instantly grants healing equal to ½ the HD of the being that died.

***Disproportionately huge limb*** - One of the creature's front limbs is much bigger than the other. This increases its melee-attack reach by 5' and increases damage inflicted by that limb by +3d. If this limb is required for movement, the creature's Move is reduced by half.

***Poisonous spit*** - The creature can launch a glob of venom at its foes. The attack has a to hit bonus equal to its HD, a range of 10/20/30, and a hit requires the target to make a Fortitude save (DC 14) or the target suffers 1d3 Stamina damage and must make additional saves each minute or suffer additional Stamina loss. Three successful saves will stop any further effects.

## TECHNO-TAUR

Base Stock: Minotaur (DCC RPG, pg 422)

Letter 1: W 91 Pair of Wings (Leaflike)

Letter 2: O 27 Drill-like Horns.

Letter 3: S 84 Spell Thief

*The floating tomb of the cybersorcer Minos is well guarded, they say. To protect his techno-crypt he summoned a minotaur from another realm and "improved" it with technology and mutanagenic elixirs. Now, the twisted beast must roam the endless aerial labyrinth, ever searching for intruders that might interfere with Minos' death-sleep ritual.*

**Techno-taur (minotaur cyber-mutant):** Init +8; Atk drill gore +8 melee (3d4+4, crit on 18+) or axe +8 melee (1d10+4); AC 18; Armor Die nil; HD 6d8+6; MV 30' or fly 60'; Act 2d20; SP bull charge, never surprised, cunning, pair of wings, drill-like horns, spell thief; SV Fort +6, Ref +8, Will +2 (see below); AL C.



***Bull charge*** - This creature initiates combat with a powerful bull rush ending in its gore attack. This counts as a special charge: in addition to a +2 attack bonus and a -2 AC penalty, the creature gets an extra 2d4 damage (for a total of 5d4+4), and the target must make an opposed Strength check—treat the minotaur as Str 24 (+6)—or be hurled back 20'.

***Never surprised*** - This creature is never surprised and is utterly fearless.

***Cunning*** - This creature is resistant to powers that affect their mental faculties (such as charm, scare, and so on), receiving an additional +6 bonus to Willpower saves against these effects.

***Pair of wings*** - The creature now has leaflike wings that allow it to fly at a Move speed twice its normal Move.

***Drill-like horns*** - This creature has one or more horns protruding from its skull that grow in a twisting, serrated pattern. It may spin these at high speed allowing it to make drill-like attacks against its foes, inflicting 3d4 damage and scoring a critical hit on 18+.

***Spell thief*** - While not a spellcaster on its own, this creature can steal spells from other spellcasters for its own use. It can detect any casters that come within 200'. As an action, the creature can target a caster within 60'. Then, the caster and creature both roll a Willpower

save. If the creature's total exceeds the caster, it filches one random spell from its target. Stolen spells are considered lost to the caster until the next day. The creature retains stolen spells for 24 hours and can cast them with a casting roll bonus equal to their HD.



## THUGGERNAUT

Base Stock: Ogre (DCC RPG, pg 422)

Letter 1: U 41 Heavy Scales

Letter 2: D 75 Spiny Ridges

Letter 3: M 17 Enhanced Skeletal System

*The prize mascot of the Jones's Thug Crew road gang, this massive mutant rides on a junk throne bolted to the back of a pickup truck. Thuggernaut is happy to serve as the gang's muscle as he gets all the food he wants and lots of violence. He loves curling up into a ball and rolling down a hill into a group of foes, bowling them over like toys.*

**Thuggernaut (mutant ogre):** Init +2; Atk slam +5 melee (1d8+5) or great mace +5 melee (1d12+5); AC 12; Armor Die d8; HD 4d8+4; MV 20'; Act 1d20; SP bear hug, heavy scales, spiny ridges, enhanced skeletal system; SV Fort +4, Ref +2, Will +1; AL C.

***Bear hug*** - If the creature lands a slam successfully, its opponent must succeed at an opposed Strength check against the creature's 22 Strength (+5, rolled on a d30). Failure means the target is trapped in a bear hug. Each round thereafter, the creature automatically inflicts 1d8+1d3+5 damage. The victim can attempt to escape each round with another Strength check on their action.

***Heavy scales*** - The creature's hide is covered in thick, overlapping scales, increasing its Armor Die by 2 steps. While not as durable as bone plating or an outer shell, it does allow the creature to curl up into a ball, leaving nothing but scales exposed. When curled up, its Armor Die result is doubled.

***Spiny ridges*** - The creature's body is covered in spines that inflict 1d3 points of damage to anyone attempting to hold or grapple it. The creature also gains +1d to all grapple attacks.

***Enhanced skeletal system*** - This creature's bones are so durable that they cannot be broken, or even cracked, by mundane means, granting it +2d to all Strength checks and physical damage rolls. Also, all falling damage is reduced by half.

## TREEGLOBBERS

Base Stock: Hobgoblin (DCC RPG, pg 417)

Letter 1: C 25 Bark Skin

Letter 2: N 19 Abnormal Limbs - Amorphous.

Letter 3: E 62 Superior Hearing

*Take care while walking through forests that are silent, as even the beasts there know noise gets them killed. Such places are the lairs of the Treeglobbers, mutant man-plant-ooze folk with treelike bodies and boneless limbs like fleshy jelly. They hunt in packs, tracking anything that makes more than a whisper in their forest. Stay quiet or they'll get you!*

**Treeglobbers (humanoid plant-oozes):** Init +2; Atk spear +2 melee (1d8+2) or limb whip +2 melee (1d6 plus DC 14 Ref save or be entangled); AC 11; Armor Die d7; HD 1d8+2; MV 30'; Act 1d20; SP infravision 60', bark skin, abnormal limbs, superior hearing; SV Fort +1, Ref +1, Will -1; AL L.

***Bark skin*** - The skin of the creature appears to be like a thick tree bark. This increases its Armor Die by 2 steps and grants it +2d to hide in forested areas.

***Abnormal limbs*** - Instead of the type of limbs one would expect to see on this creature, its limbs are amorphous jellylike pseudopods.



***Superior hearing*** - The creature can hear extremely well. It can make out minute audial details at a distance of over a mile and separate out numerous different conversations at one time. It gains a +1d6 to all attempts to track any prey it can hear.

## VERMIN OF GROKK

Base Stock: Rat, giant (DCC RPG, pg 424)

Letter 1: L 88 Supersized

Letter 2: H 94 Vigorous

Letter 3: S 18 Clerical Casting

*Should a town or city encroach too deeply into Grokk's sacred wilderness, creatures may be sent to gnaw at their infrastructure and citizenry to humble them. These pony-sized rats are blessed with destructive cunning and miraculous powers.*

**Vermin of Grokk (mutant giant rat):** Init +4; Atk bite +6 melee (1d4+5 plus disease); AC 19; Armor Die nil; HD 3d6+8; MV 60' or climb 40'; Act 1d20; SP disease, supersized, vigorous, clerical casting; SV Fort +1d4+8, Ref +1d4+3, Will +1d4-1; AL N.

***Disease*** - The victim must make a Fortitude save (DC 7) or suffer an additional 1d6 damage.



***Supersized*** - The creature is roughly twice as big as a normal specimen would be, receiving a +4 bonus to attacks, damage, Fortitude save, and AC due to greater size and strength. In addition, it gains: an additional two HD, +2 hit points per HD, and its Move is doubled.

***Vigorous*** - This creature has transformed to be very difficult to kill. It now gains +2 AC and +1d4 to all save rolls.

***Clerical casting*** - The creature has innate spellcasting powers equal to a level 1 cleric (spells: *darkness, detect magic, paralysis, resist cold or heat*; Casting roll: 1d20+0). Even creatures of animal intelligence are semi-aware of how to use this ability.

## VOLTADACTYL

Base Stock: Pterodactyl (DCC RPG, pg 424)

Letter 1: R 23 Defensive Regeneration

Letter 2: A 38 Electrolocation

Letter 3: M 81 Shock Field

*These beasts, known as scaled shockbirds, dwell in the mountains of the Vast Wasteland. There, they enjoy the*



*dry, static-filled air currents as they swoop down to feed on wayward gangers—whose junky vehicles often stall out when the beasts fly by.*

**Voltadactyl (mutant pterodactyl):** Init +2; Atk bite +8 melee (1d10) or claw +2 melee (1d4); AC 15; Armor Die nil; HD 6d8; MV 10' or fly 50'; Act 1d20; SP defensive regeneration, electrolocation, shock field; SV Fort +6, Ref +5, Will +2; AL N.

***Defensive regeneration*** - This creature has changed to respond to injury with hyper-reactive healing. Each time it is damaged, it immediately recovers 1d4 hp. It cannot heal beyond its normal maximum hp total.

***Electrolocation*** - This creature has electroreceptor organs that allow it to perceive the weak bioelectric fields generated by other living beings, and it is accurate enough for ranged combat. This is an omnidirectional sense that radiates out to 100'. It is not blocked by conventional line of sight but can be disturbed by strong electrical fields.

***Shock field*** - This creature's body naturally generates a strong electrical field that arcs continually across its metallic bits. Anyone approaching within 30' of the creature suffers 1 point of damage per round. At 15', the person suffers 1d3 damage per round and unshielded electronic devices have a 40% chance of shorting out. Within melee range, the damage ramps up to 1d5 per round and unshielded electronic devices have an 85% chance of shorting out. The creature itself is immune to all electrical damage.

## XENOQUINE

Base Stock: Horse (DCC RPG, pg 418)

Letter 1: O 82 Rotary Tail Saw

Letter 2: X 01 All Round Vision

Letter 3: N 38 Blubber Layer

*No one saw where the bug-eyed, fat beasts came from, but one day a herd of them was swimming in the lake. Luckily, they like tastyfroot just as much or more than local horses so, it did not take too long to tame a few. They are temperamental and you have to read their mood or they'll slice you up with their tails, but overall, they do make good mounts.*

**Xenoquine (extraplanar mutant horse):** Init +1; Atk rotary tail saw +3 (2d6+2) or hoof +2 melee (1d4+2); AC 15; Armor Die d5; HD 3d8; MV 60'; Act 1d20+1d14; SP rotary tail saw, all round vision, blubber layer; SV Fort +4, Ref +3, Will +1; AL N.

***Rotary tail saw*** - The creature now has a muscular tail ending in an organic, rotary saw-blade analogue. In melee, the tail does 2d6 damage, has a 1d14 action die, and has a to hit equal to the creature's number of HD.

***All-Around vision*** - This creature's field of vision allows it to constantly see in all directions. This makes it impossible to sneak up on by mundane means. Its total awareness of its surroundings also grants it +2 AC.

***Blubber layer*** - The creature has a thick layer of protective blubber under its skin. This increases its Armor Die by 2 steps. This layer also helps with buoyancy, granting a +1 die step to all swimming checks.



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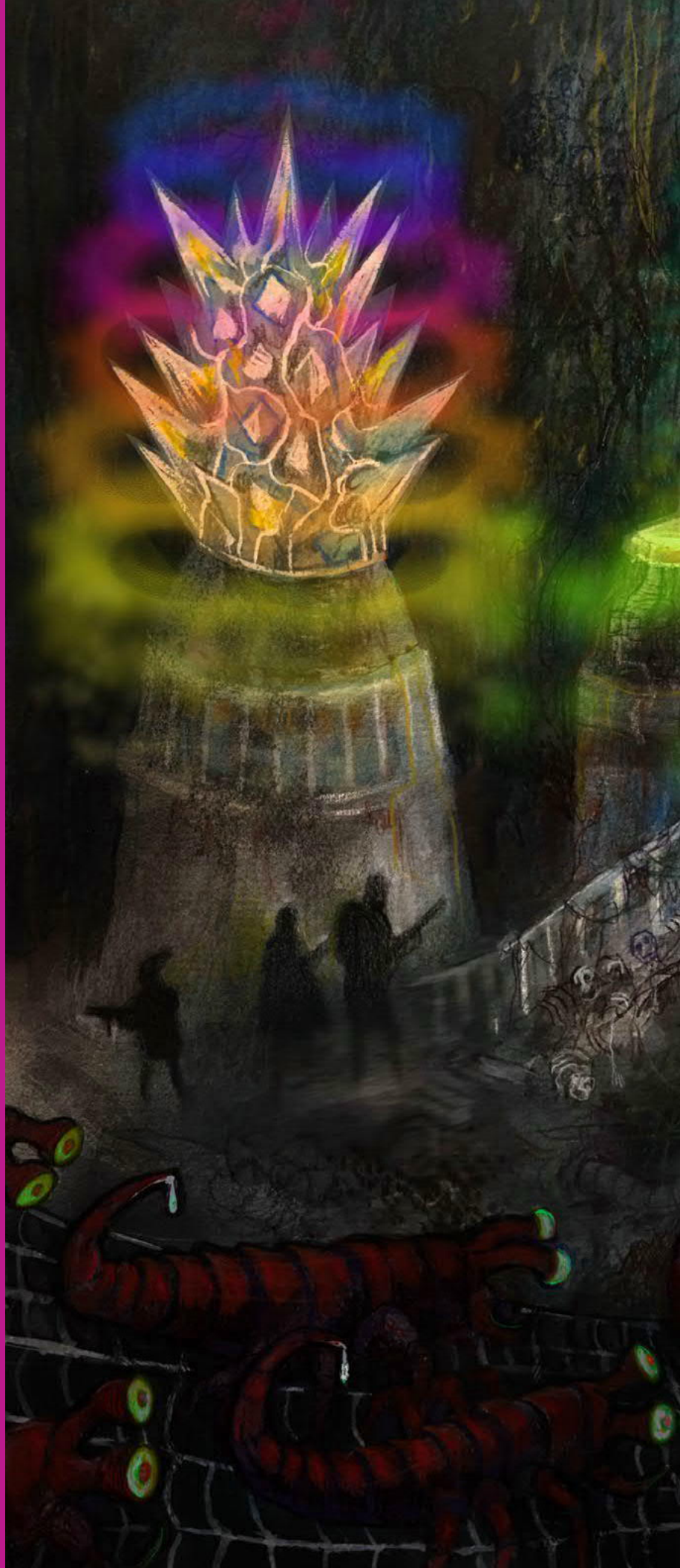
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